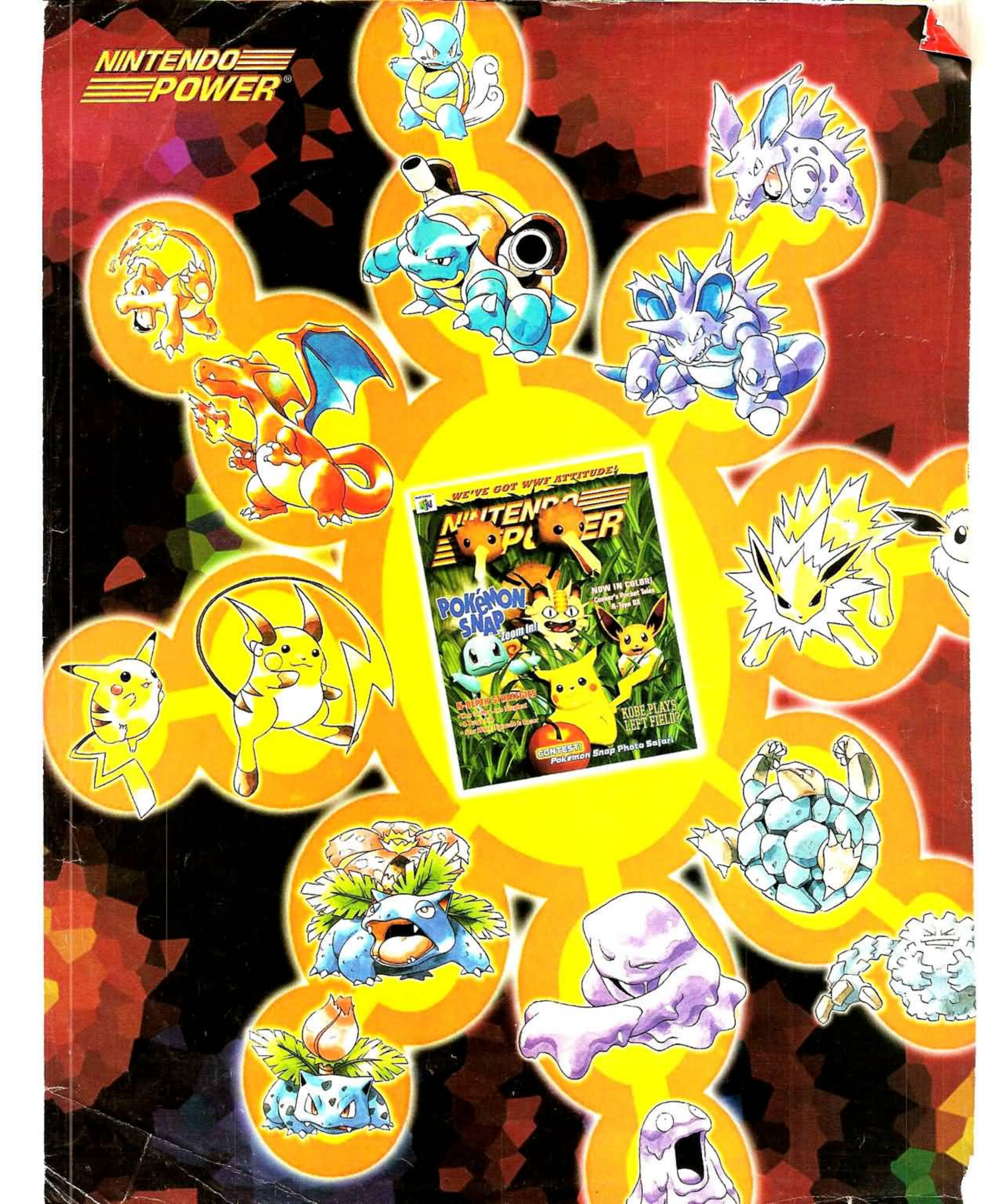


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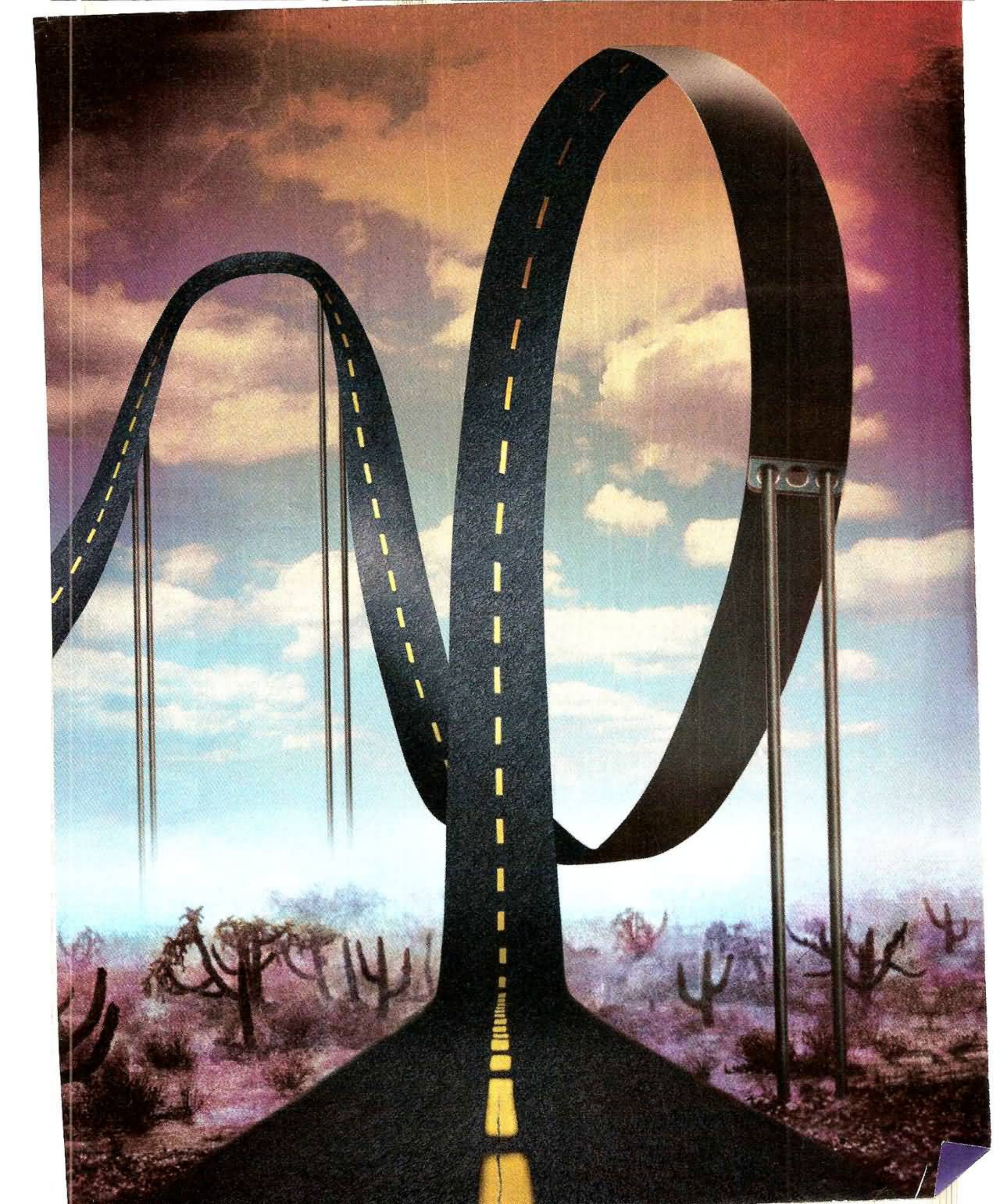
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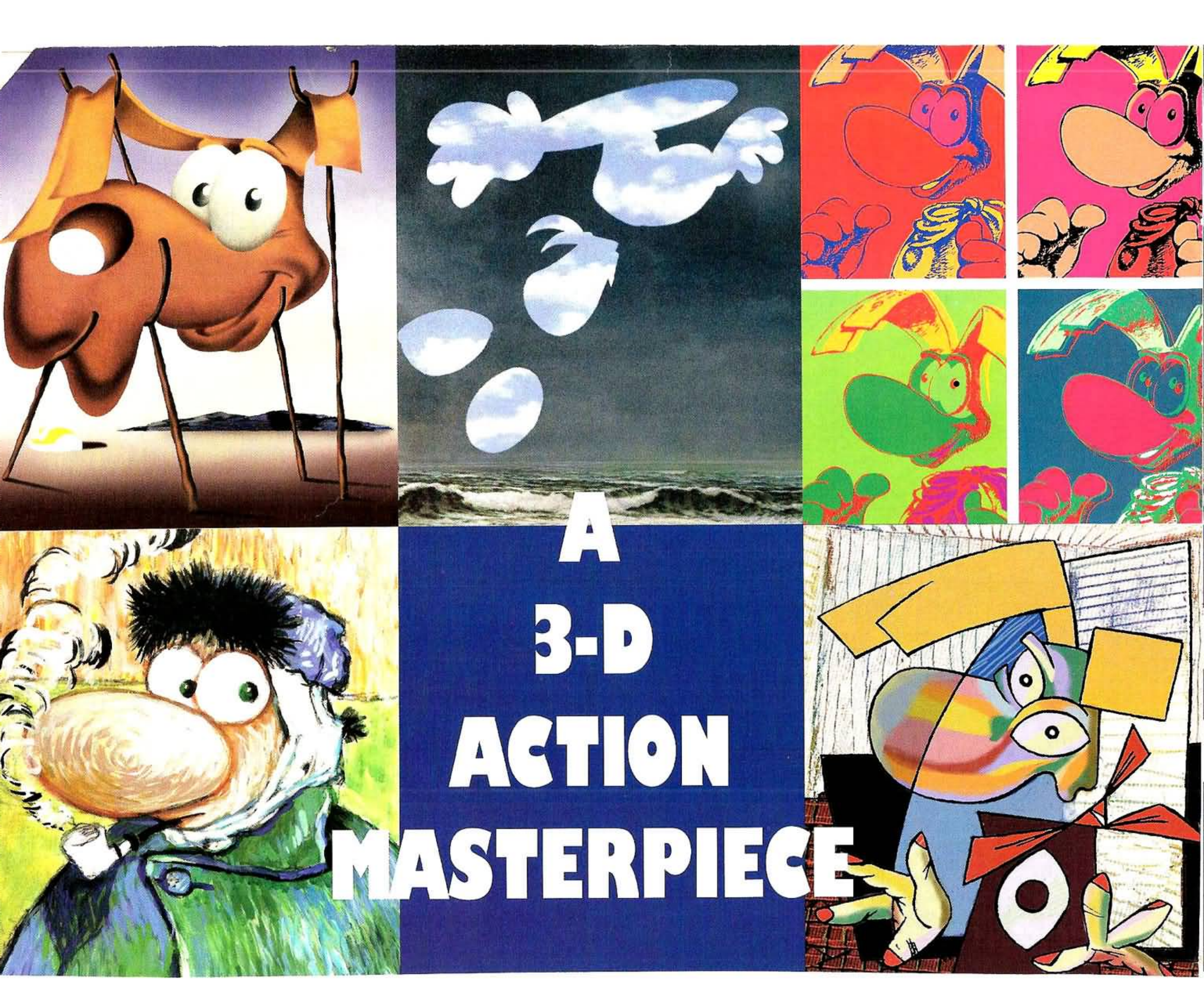
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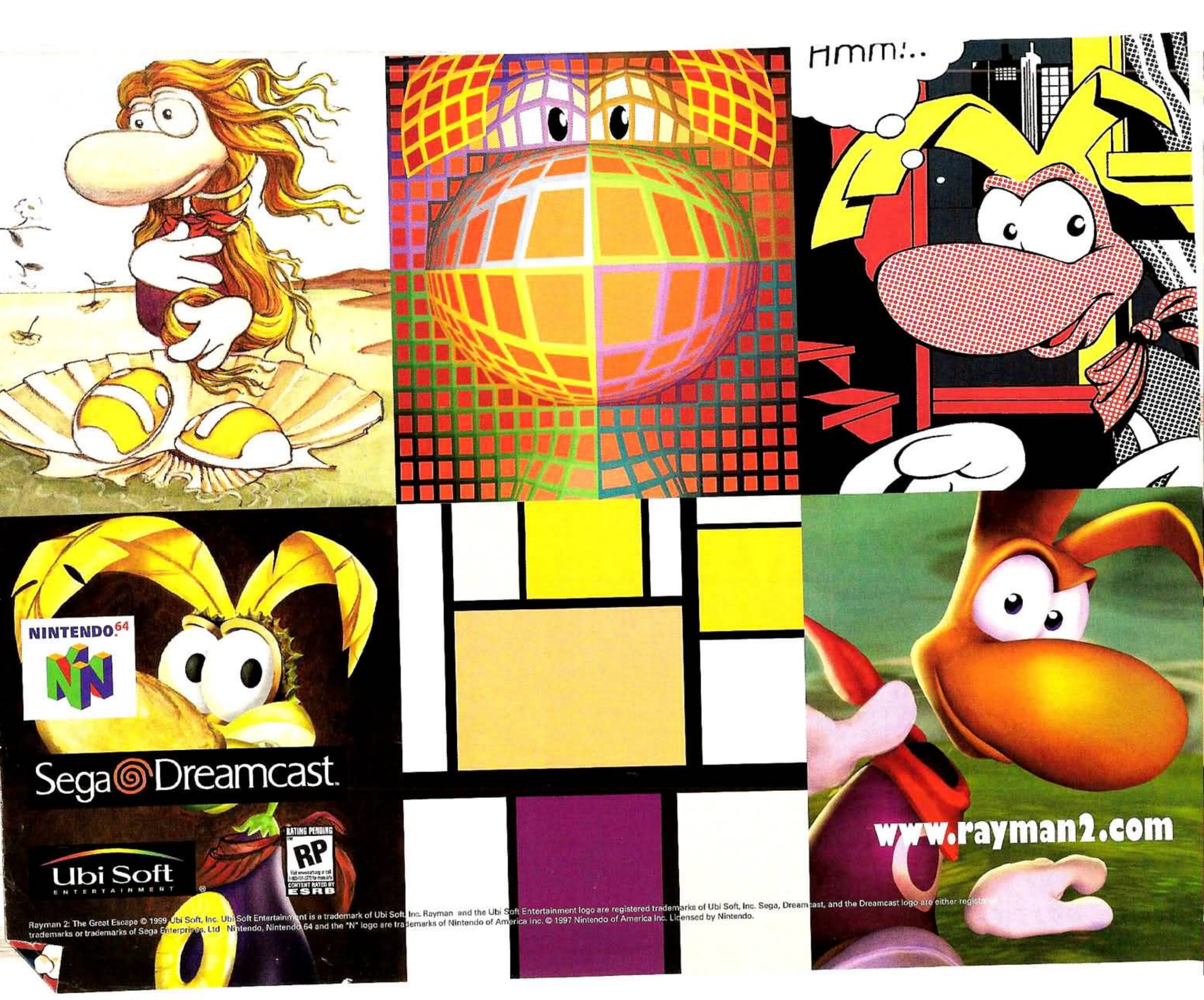
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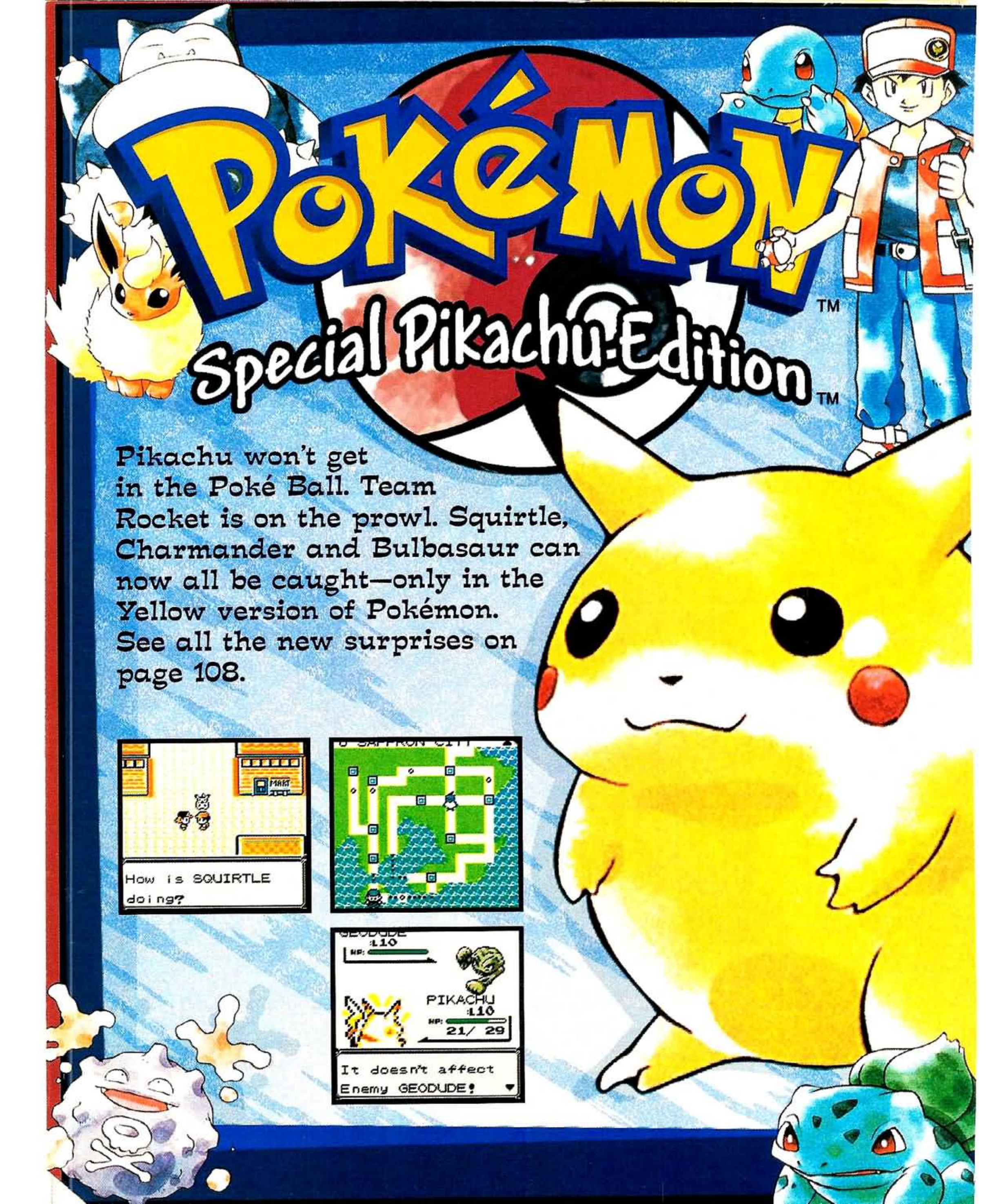
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POKéMON
Special Pikachu Edition
Pikachu won't get in the Poké Ball. Team Rocket is on the prowl. Squirtle, Charmander and Bulbasaur can now all be caught—only in the Yellow version of Pokémon. See all the new surprises on page 108.
MART
How is SQUIRTLE doing?
:L10
PIKACHU
:L10
21/ 29
It doesn't affect Enemy GEODUDE!

Contents

Volume 125
October 1999

Strategy

Special Feature!



Every Issue

Jet Force Gemini — 18

When these bugs infest your neighborhood, don't say we didn't warn you. Rare's space epic crawls with kamikaze insects, and you're the only exterminator within light years. Equip yourself with our guide to the beginning levels.

StarCraft 64 — 46

At the other end of the universe, the Overlords are plotting domination. To ease your intergalactic panic while playing Nintendo's deep space Pak, learn everything about the Zerg—and more space races—with our complete review.

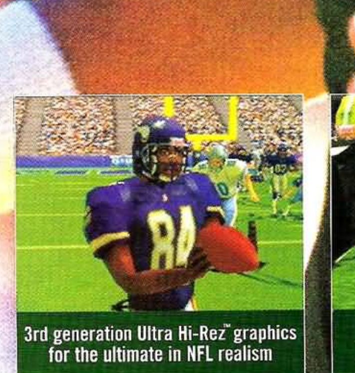
Hot Wheels Turbo Racing — 72

You've made your Hot Wheels trick out on concrete. Now get behind the wheel of your fave die-cast roadster in this blazing stunt racer from EA. Reckless drivers are welcome to do their worst—and we show you how to scorch the tracks.

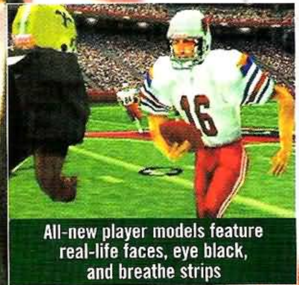
Knockout Kings 2000 — 102

EA delivers a one-two this issue with the N64's first boxing title, and all the legends from Ali to Frazier are in the ring. We don't cover ear-snacking tactics, but you will be the last one standing with our heavyweight guide.

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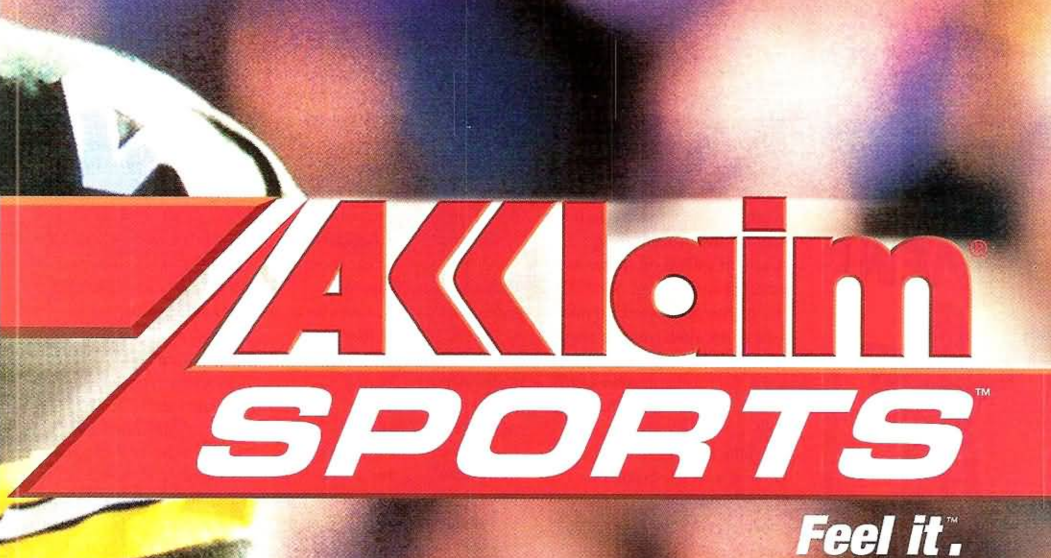




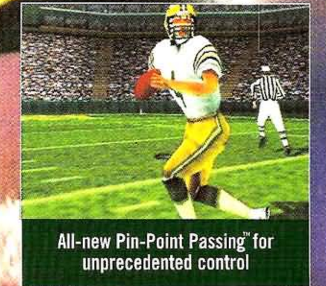








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player's pulse

Judging by the number of Nintendo vs. Nature stories that flooded Power's HQ, some of you aren't exactly treating your hardware with care. In the future, remember to refrain from using Controllers to crush large spiders, and please Nintendo-train your young pets.

Playing Through the Pain

I was going to spend the night at my grandparents' house and I decided to bring my Game Boy along. I had a lot to carry, so I set it against the back wheel while I got in the car. When I got to my grandparents' house, I couldn't find the Game Boy so we drove back, only to find we had run it over with the car. I tested it and it worked perfectly, even though it had no sound. There's not even a scratch or dent in the screen!

Tommy Smith
Via the Internet



Josh Snyder • Copperas, Texas

My N64 Controller Pak has been through a lot of trauma, like my dog trying to eat it, my mom washing it in the washer, getting left out in the rain for two days, having Kool-aid spilled on it and lots of other stuff. Never once did my games get erased. Thank you all for doing such a good job on the products.

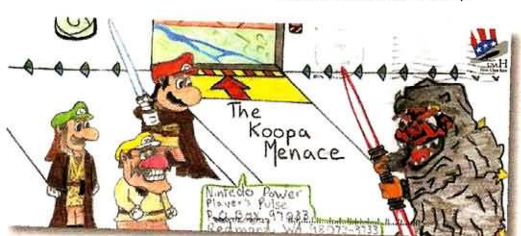
Alan Lloyd
Via the Internet

My little brother (who's three) poured a whole bottle of Bubble Maker liquid on my controller. At first it stuck but now it's back to normal.

Nicelio Sanchez
CA

I took my Shadows of the Empire game over to a friend's house for a sleep-over. The next day, when I came outside, I found my game on the porch rail where I'd forgotten it! It had lain outside in 90+ degree humid weather, but the game still works.

Brad Somervell
Via the Internet



Rigo Jr. Mendoza • Yuma, Arizona

One attribute of Nintendo shines brightest: durability. Every single Nintendo product of mine has proven nearly indestructable. But one thing that amazed me more than anything happened three months ago. I was on a fifth floor balcony playing Pokémon on Game Boy Color when my hands slipped. It fell, hit the side of the building and crashed onto the pavement. The batteries flew out, the door was bent and there were scrapes all over it, but with a little tape on the back and a quick clean, the system worked fine and hasn't shown any problems since.

Troy Jernigan
Via the Internet

I live in Alaska, where the weather isn't nice. I set my Rumble Pak on the window sill one day in August and it must have fallen outside because I don't have a screen on my window. It got to 40 degrees below zero that winter! The next spring I was cleaning the weeds out from underneath my window and there it was. After a change of batteries it worked fine!

Dan Gerhauser
AK



Caleb Anderson • Charlotte, North Carolina

Reading all of these survival tales made us think back to the good old days of original Game Boy testing, when we'd take prototypes up on the roof and hurl them as far as we could. Ah, the memories. It's a point of pride here at Nintendo that our products can withstand the test of cruel fate as well as time, but please, try to take care !

One for the Road...

Earlier this summer I took my N64 to my grandma's house. It turned out to be a bad idea because there was an earthquake and the TV fell right on top of my N64. The TV was trashed but the N64 was still in mint condition. The funny thing is, I was playing Quake when it happened.

Chad Doriguzzi
Via the Internet

Okay, that's a little scary. What do you say you try to play games with non-threatening titles from now on.

Background Art: Nathan Liang • Scottsdale, Arizona



Dustin Tucker • Cape Coral, Florida

NES in Y2K

As an avid NES player, I feel you should bring back the original Nintendo Entertainment System for a period in the year 2000 to celebrate its 15-year anniversary.

Jonathan Giusti
Via the Internet

Considering we'll be launching a next-generation console next year (code-named Dolphin), it's doubtful that we'd go retro with the NES. As anyone who's played Super Mario Bros. DX on Game Boy Color could tell you, however, ports of the original NES games onto GBC are faithful down to the last detail, and you can expect to see a lot more of them over the coming years. Perhaps one day you'll get to play all of your old favorites from the NES library on the Game Boy Color!



Tammy Gussio • Westminster, Maryland

Does NBC know?

I have had Goldeneye for a long time, but I just noticed that an enemy looks like the Late Show guy Conan O'Brien.

Joe Gatdula
San Bruno, CA

Yeah, originally the game was going to have a "Late Show Wars" Mode where you could battle it out with Leno, Letterman, O'Brien and Craig Kilborn. Just joking, you Internet rumormongers!

Culture Shock

When I first got my Pokémon Pinball game, I noticed the music in Catch 'em Mode was the opening theme music from the Japanese Pokémon cartoon. I just wanted to say that was pretty cool.

Shimon Knutsen
Via the Internet

We thought it was a neat touch as well. Did you know that Pokémon Yellow includes many new elements from the cartoon, like Jessie and James of Team Rocket?

Historical Note

A while ago I read a book called "The Shining Company" by Rosemary Sutcliffe that was set in Britain around 600 A.D. There were frequent references to a mythical being known as the Mother of Foals who rode a white mare and sometimes transformed into a mare herself. This being's name was Epona! Now, who on the Zelda: Ocarina of Time development team knew that?

Cecilia Caride
Rochester, MN

There's no telling how many obscure bits of trivia are buried in our games, especially in such classic mythologies as the Zelda series. As another example, there are stories of a young man by the name of Mario who lived in the Piedmont region of Italy circa 850 A.D. This man had such a skill diverting water through pipes that he and his brother once...nah, that's probably just a fable.

Multiple Personalities

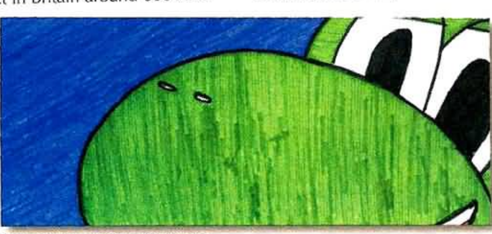
In Super Smash Brothers, when Hitmonlee comes out of its Poké Ball, it sounds to me like it's saying "Psyduck! Psy psy psy!" or "Primeape! Prime psy psy!" Why prime prime prime!" Why doesn't it say its own name like every other Pokémon?

Thomas Unfried
The Bronx, NY

The developers assured us that Hitmonlee is just shrieking a generic karate cry designed to strike fear into opponents. Either that or it's a disguise...

Hyrule Fashions

When Link is an adult in The Legend of Zelda: Ocarina of Time, he has his ear pierced, but when he's little, he doesn't.


Sean Riordan • Renton, Washington

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VOLUME 125-OCTOBER 1999

Nintendo Power is printed in the U.S.A. and published by Nintendo of America Inc., 4820 150th Avenue NE, Redmond, Washington, 98052, at $59.40 per year in the U.S.A. ($71.40 in Canada).

power charts

Let the James Bond—Pokémon wars begin! The spy who loved the number-two spot comes back this month to shove Pokémon Snap out of the top three, while Pokémon Pinball debuts by dumping James Bond 007 into the Game Boy Chart gutter. Who do you think will remain standing?

NINTENDO 64 TOP 20

1 THE LEGEND OF ZELDA: OCARINA OF TIME



After stunning Her Majesty's Secret Service by snapping up the number two spot on the charts, Pokémon Snap gets a taste of Bond's incomparable sense of vengeance. Can the master spy hold off the Pokémon master's next takeover bid?

2 GOLDENEYE



3 SUPER SMASH BROS.



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	10
2	GOLDENEYE	NINTENDO	4	34
3	SUPER SMASH BROS.	NINTENDO	3	4
4	POKéMON SNAP	NINTENDO	2	2
5	STAR WARS: EPISODE I: RACER	LUCASARTS	6	2
6	MARIO PARTY	NINTENDO	5	7
7	STAR WARS: ROGUE SQUADRON	LUCASARTS	7	9
8	WCW/NWO REVENGE	THQ	9	11
9	BANJO-KAZOOIE	NINTENDO	8	15
10	TUROK 2: SEEDS OF EVIL	ACCLAIM	12	11
11	SUPER MARIO 64	NINTENDO	10	37
12	WWF: WARZONE	ACCLAIM	17	12
13	MARIO KART 64	NINTENDO	11	34
14	COMMAND & CONQUER 64	NINTENDO	—	1
15	STAR FOX 64	NINTENDO	15	29
16	NFL BLITZ	MIDWAY	—	11
17	SOUTH PARK	ACCLAIM	14	9
18	VIGILANTE 8	ACTIVISION	—	6
19	BEETLE ADVENTURE RACING	EA	16	5
20	CASTLEVANIA	KONAMI	—	6

GAME BOY TOP 10

1 POKéMON



Even as the N64 incarnation of Bond reclaims its rightful spot in the top three, the Game Boy 00 operative gets run off the table by the rumbling debut of Pokémon Pinball. Q had better have some tricks up his sleeve if he hopes to get 007 back in the money.

2 THE LEGEND OF ZELDA: LINK'S AWAKENING DX

3 POKéMON PINBALL



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON	NINTENDO	1	11
2	THE LEGEND OF ZELDA: LINK'S AWAKENING/DX	NINTENDO	2	78
3	POKéMON PINBALL	NINTENDO	—	1
4	JAMES BOND 007	NINTENDO	3	18
5	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	4	82
6	FINAL FANTASY LEGEND 3	SQUARE	—	73
7	TETRIS/DX	NINTENDO	—	83
8	WWF RAW	ACCLAIM	—	7
9	DONKEY KONG LAND 3	NINTENDO	—	23
10	SUPER MARIO LAND	NINTENDO	8	93

MOST WANTED

1. POKéMON STADIUM (N64)
2. POKéMON YELLOW (GAME BOY)
3. POKéMON SNAP (N64)
4. WWF ATTITUDE (N64)
5. DONKEY KONG 64 (N64)
6. PERFECT DARK (N64)
7. ARMY MEN: SARGE'S HEROES (N64)
8. DOLPHIN
9. RESIDENT EVIL 2 (N64)
10. STAR WARS: EPISODE I: RACER (N64)

Also, it looks like the pierce changes sides from scene to scene. I have two questions: How did he get his ear pierced and which ear is pierced?

Emily Desmet
Stevensville, MI

We're of the opinion that both ears are pierced, simply because that is ALL the rage on the Hyrule teen scene these days. As for how it got pierced, well, seven years is a long time to lie suspended in the Temple of Light. Maybe Rauru just got bored one day and figured he'd give him a makeover.

Wrong Flight, Mr. Bond

In Goldeneye, on the Aztec stage it says in the mission briefing that the level is in South America. But wasn't Teotihuaca'n an ancient city located in present day Mexico City?

Yancy
Guatemala, Central America

Yep, it was originally located a little northeast of where Mexico City is today. And to split hairs, it was originally a pre-Toltec city, not Aztec. Looks like M is losing a step...



John Zeman • Vandalia, Illinois

Tanks for the Memories!





As the Grand Prize winner of the Player's Poll contest in Volume 117, Andrew Krause of Decatur, Illinois, recently headed to San Francisco with Nintendo Power. Not only did he get to grab a bite with the development team of BattleTanx 2 at 3DO, he also checked out over 80 tanks and even got to drive one around! Many tanks for reading, Andrew!

WINNER!

Mario, Play Nice!

Who would make a game of Mario beating someone up? I'm not saying I don't like games like Smash Bros., but you should make games that suit the character. A fighting game is OK for Sub-Zero, but Mario? All he used to do was jump on bad guys' heads and shoot fireballs at them. I don't want to see Sub-Zero jumping on Goombas' heads!

Graham
Balgonie, SK

Number One: You will never, NEVER see Sub-Zero jumping on a Goomba's head. Number Two: I guess things are different in Saskatchewan, but where we're from, jumping on heads and hurling balls of fire is not considered peaceful. Them's fightin' tactics!



Nancy & Samuel Mullins • Houston, Delaware

WRITE AWAY RIGHT AWAY!

First of all, put down the melting Snickers bar—you're dribbling chocolate all over the pages! In the spirit of Halloween, we're wondering what kind of classic horror beasties you'd like to see games based on. Sure, you've got witches (Banjo-Kazooie), vampires (Castlevania) and insectoids (Body Harvest), but do you want more? A werewolf on your N64? The mummy on your Game Boy? Let us know!

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Radio Controlled Revolution

Jet Force Gemini

RARE HAS UNLEASHED AN ALIEN INSECT SWARM THAT WILL DEVOUR EVERY PLANET IN ITS PATH. ONLY YOU CAN STOP THESE BAD BUGS IN THEIR TRACKS—BY BULKING UP WITH OUR TIPS TO GET YOU STARTED.



Swarm of the Century

In Jet Force Gemini, you control cosmic heroes who stand in the way of a destructive maelstrom that the cyborg tyrant Mizar has released upon the universe. Though there are only three of you and too many of Mizar's evil insects and robots to count, we'll tip the odds in your favor with our strategy review that will take you on Juno's run through the ravaged planet Goldwood and his infiltration of the drone-infested SS Anubis spacecraft.





TEEN



NP: HOW IT RATES

This game has been given a Teen (T) Rating, suitable for persons ages 13 and older, by the Entertainment Software Rating Board. It is a shooting game full of insect-blasting and goo explosions.

BUG-BLASTING COMMANDOS

The three members of Jet Force Gemini are the twin brother and sister, Juno and Vela, and their dog, Lupus. When Mizar's forces attack them, the team must abandon their large spacecraft in their individual ships. They are separated from one another, and they all have a path they must travel—and powers they must use—before later reuniting against Mizar himself.

Juno



Juno is at first separated from his sister at the start of the drone invasion. His early mission entails rescuing his sister from imprisonment. Juno is able to walk on hot surfaces, where Vela and Lupus cannot.

Vela



Once free, Vela takes her own course, slipping on board the Sekhmet warship in order to track the drone flow back to its evil source. Vela can also go where her brother and dog cannot by swimming underwater.

Lupus



During her travels, Vela will briefly reunite with Lupus, sending him on a stealth mission deep behind enemy lines. Able to jump and hover in midair for a few seconds, Lupus can access high, hard-to-reach spots.

Floyd



Juno eventually meets Floyd, or at least the remains of Floyd, and must reassemble him. This flying robot was one of Mizar's minions and was blown apart for showing kindness to captives.

COSMIC ROAD TRIP

Juno, Vela and Lupus have their own separate intergalactic paths that each must take as they fight toward Mizar's Palace, where the drone war machine has its headquarters. You start the game as Juno and begin his own path on the planet Goldwood before exploring the ship SS Anubis.



WEAPONS

Rare has assembled a wealth of weapons for our bug-blasting pleasure. Juno begins with the Jet Force Pistol, which can shoot a few quick shots before it must recharge. He'll find more weapons while in Goldwood and on the SS Anubis.

Shuriken



This traditional hand-thrown weapon, enhanced by heat-seeking technology, will cut through tough targets, including drone shields.

Machine Gun



When pistol recharging cramps your style, the rapid-fire Machine Gun makes a perfect weapon, though its targeting isn't as accurate.

Plasma Shotgun



This weapon requires charging. The longer you charge it, the more damage its strike will do—it's great for blasting stationary targets.

Cluster Bomb



This bomb sets off a large explosion, then showers the surrounding area with smaller explosions, making it good for far-reaching damage.



GOLDWOOD

On the planet Goldwood, Mizar's alien ant forces have seized control of the peaceful forests and captured the fuzzy-faced Tribals. As Juno, you must save as many Tribals as possible while making your way to the Launchpad, where your ship is. Along the way, find power-ups to improve your weapon and ammo stockpile.

GOLDWOOD FLOW CHART

Later in the game, you'll take all four characters to Goldwood. Vela will be able to swim into the Lodge, Lupus to jump to the Rim and Floyd to enter part of the Interior open only to Mizar's flying robots.

OUTSET
- Outset A
- Outset B
- Outset C — Juno
- Outset D
- Outset E

INTERIOR
- Interior A
- Interior B — Juno
- Interior C
- Interior D — Floyd
- Interior E

LODGE
- Lodge A
- Lodge B
- Lodge C — Vela
- Lodge D
- Lodge E
- Lodge F

RIM
- Rim A
- Rim B — Lupus
- Rim C
- Rim D

OUTSET

TRIBALS 7

At the Outset, the beginning of your Goldwood mission, you'll meet Tribals who will explain what Mizar's forces have done to the locals. You'll also have your first taste of combat against the drone forces as you confront them on the ground, blast their snipers out of trees and infiltrate their bunker.

Talk to King Jeff & Grab the Gemini Crystal





Not far into the Outset, you'll meet King Jeff of the Tribals in his hut. He'll show you a vision of Mizar's invasion, which will put the taste in your mouth for vengeance against these sadistic bugs. After the lesson, climb onto the hut rafters to collect a Gemini Crystal, which will increase your health capacity.

Get the Shirukens



Later, once you have the Yellow Key, you'll want to return to the Yellow Key Door in the field with King Jeff's hut. Behind it are the Shurikens.

Rescue Three Tribals





Drones patrol the first gathering of Tribal huts you encounter, so be careful not to shoot one of your fuzzy friends by mistake when you go in blasting the bugs. Also try to keep the drones' weapon fire focused on you but away from the Tribals. To find all three of the captives, look behind all of the huts.

Get the Yellow Key



Inside the drone-occupied tunnels near the first Tribal camp, you'll find a stream-filled area with a large crate. Shoot it open to find the Yellow Key.



Rescue Four Tribals



Surrounding the crate are four Tribals and many drones. Run in at risk of your own health to collect all the Tribals—otherwise it's likely that they'll get hurt in the drone crossfire.

INTERIOR

TRIBALS 9



You'll meet some of Mizar's nastier troops in the Interior, including the burly Infantry Weevil that carries a high-energy weapon and the sadistic Ninja Drone that will pick off Tribals if you don't save them fast enough. Though Vela and Lupus still have yet to discover other sections of Goldwood—the Lodge and the Rim—you will finish Juno's part of the planet by reaching your spaceship on the Launchpad.

INTERIOR A MAP

1 2 6 START

INTERIOR B MAP

4 5 3 START

Receive the Red Key from Magnus





At the beginning of Goldwood, you met the ambassador, Magnus. You'll catch up with him in the Interior, down a path that forks across from the Red Key Door. Speak with him to learn about the ways that drone forces lock their doors. He'll then give you the Red Key, with which you can open the corresponding door.

Defeat the Infantry Weevil and Collect the Machine Gun





Past the Red Key Door is a chamber with an Infantry Weevil that will fire powerful blasts of energy at you. Strafe to sidestep the blasts, then send a few rapid pistol shots his way. Prepare to strafe again while recharging. Once the drone is gone, grab the Machine Gun found in the center of the chamber.

Collect a Red Gem



Red gems restore full health. The two here are beyond your jumping range, but if you angle your shot properly, you'll blast one gem to a better location.

Open the Ammo Lock



Mizar's forces have placed locks on some gates that can be opened only by rapid blasts of extended weapon fire. The pistol won't work, but the Machine Gun will.

Rescue Two Tribals





Discovering where the first two Tribals are in this portion of the Interior isn't very difficult. One is right on your path. The other is stuck on top of a ruined hut in the second Tribal camp, so balance on the wrecked walls of the hut to reach it. As always, try to guide the drone weapon fire away from Tribals.

Eliminate the Assassin



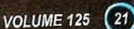
Several Tribals are trapped in a crate-filled area with a Ninja Drone. You must wipe out that drone before he wipes out the critters, or else you'll miss those Tribals and ruin your record.

Save Seven More Tribals





After wiping out the Ninja Drone, save the nearby Tribals—including the one that hides in the plants. And in the last Interior zone, you'll find the final Tribals behind crates piled next to a Life Force Door. You'll need to fight through flying drones, so pick up the nearby Shield to help you survive the air attack.





SS Anubis

On a tip from a Tribal, you learn that Vela went to the SS Anubis spaceship to scavenge for supplies. You fly there to reunite with her, but you discover that the ship has been overrun with drones. The enemy has captured your sister and thrown her into a prison cell. You must save Vela and the Tribals trapped on the ship.

SS Anubis Flow Chart

Later in the game, once you've found and reassembled Floyd, return to Hold G and H with the robot. He can fly over a speedy conveyor belt obstacle that's too fast for Juno.

Area	Stage	Character
Hold	Hold A	Juno
	Hold B	Juno
	Hold C	Juno
	Hold D	Juno
	Hold E	Juno
	Hold F	Juno
	Hold G	Floyd
	Hold H	Floyd
Depository	Depository A	Juno
	Depository B	Juno
Passageway	Passageway A	Juno
	Passageway B	Juno
	Passageway C	Juno
	Passageway D	Juno

Hold

Tribals 10

Freeing Vela and other Tribals who've been locked up isn't a simple matter of kicking in some jail cell door. The eight cells can be opened only by destroying eight corresponding control panels spread throughout the Hold. Along the way, you'll find two potent new weapons to make your mission easier.

Pick Up the Plasma Shotgun



Climb the boxes in Hold A to reach the Plasma Shotgun, which is great for charging up a blast of energy to take out the big bug you'll face in Hold B.

Blast a Control Panel



On an upper ledge in the first drone hold you enter, blast the yellow cell control panel attached to the wall to open one of the cell doors in Hold H.

Rescue Two Tribals



In the first drone area, a Stag Drone lurks in a sunken area with Tribals. There's also an explosive barrel down there. If it blows, the Tribals go with it.

Wreck Another Cell Door Panel

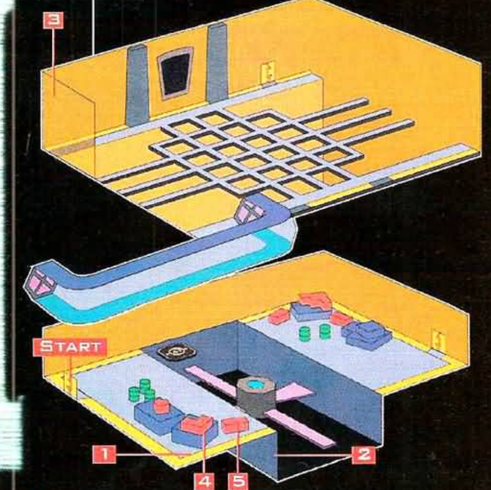


In the hold filled with gigantic drumlike structures, search the sides of the room for another Cell Door Panel. Destroy it to open another cell door.

Bring Gems within Reach



In the drum-structure hold, you'll see health-restoring pink gems high out of reach. Make the gems richochet down to the floor with a few dead-on blasts.



Blast Three Cell Door Panels





One of the Cell Door Panels is easy to find—it's behind a pile of crates. But the other two are difficult to spot: One is down in the energy chasm, and the other is near the ceiling, almost out of sight. Your weapon sight will turn red when it targets the panel.

Save a Tribal and Maximize One of your Weapons





Two great finds are on boxes in the energy chasm room, a Tribal and a Capacity Crate. The crate will boost the capacity of one of your weapons.

Destroy the Final Two Cell Door Panels





You'll find the final two hidden Cell Door Panels in the box-filled hold crossed by the slow conveyor belt. One is behind a few boxes. The other is high near the ceiling. Blast them both to open up the last cell doors. This hold is filled with enemies and explosive traps, so step carefully along the way.

Pulverize Timed Mines



In the slow conveyor belt hold, if you hear beeping and see a red pulse, you're approaching a Timed Mine. Blast it from a distance before you get near one.

Collect Cluster Bombs



Break the glass in the slow conveyor belt hold to open up a passage that leads to the upper portion of the Hold, where you can find the Cluster Bombs.

HOLD E
START







As you progress through the Hold, blast all seven hidden cell door panels. There's an eighth one in the cellblock, Hold H, right out in the open. Shoot it to open the eighth cell door. Once you free Vela, she'll explain where she's been then run off on her own mission—which you can then choose to play.

DEPOSITORY

TRIBALS



The SS Anubis has a huge Depository, and it is piled high with crates that make up a daunting maze crawling with drones. You can get there by climbing onto the upper walkway in Hold A that leads to the upper ledge in Hold B. That ledge leads to a door that goes to the Depository. You can find two other doors inside the Depository: One leads to a Tribal-filled room, and the other leads to a Launchpad.

Look Up and Watch Out



Sniper Drones prey on you from above in the Depository. They will shoot you with deadly precision and hurl Grenades when you least expect it.

Release Five Tribals





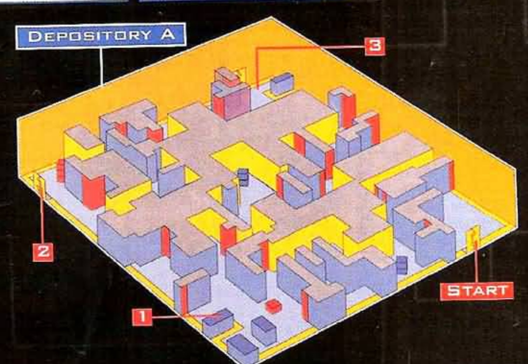
One door deep in the Depository leads to a small storage room where five young Tribals are about to be exterminated by two quick-acting drones. Blast them, then save the Tribals.

Rescue Nine Tribals





Within the mazelike Depository, you can reach a door to the Launchpad where you can fly to another planet. Before you hop in and zoom off, explore every nook and cranny of the room. Tiny Tribals are perched on crates around the room, and one is even standing in the docking gate, hard to see in the darkness.





MULTIPLAYER

Throughout your missions, you'll find the totemlike Bonus Activators—or you'll complete certain objectives—that will open a new game, character or terrain in Multiplayer Mode. By the time you complete your first run-through of Goldwood and the SS Anubis, all the following parts of Multiplayer Mode should be open.

SS ANUBIS

Strafe Crates and Evade Overhead Attacks




One of the Multiplayer games is Battle Mode, and each battle terrain you can choose has its battle advantages and weaknesses. Up to four players can compete in Battle Mode, and the crate piles on the SS Anubis make multiple attacks from above a potent possibility.

TAWFRET

Radar Will Lead You Right to Your Foes




Tawfret is a dank, medieval planet, and its Battle Mode terrain is full of weaving castle corridors and watery walkways. The castle you battle in is large, and you will need to rely on your Radar—on Normal or Sweep setting—to find and obliterate your opponents.

TARGET RANGE

Dropping Bugs and Buddies in the Depository



Another Multiplayer game is the Target Range, in which dummies of your friends and enemies will pop up while you move on a defined track. The first Target Range terrain you can play slides through the Depository of the SS Anubis. Up to four players can compete to hit the targets first and score the most points.

MORE BATTLE

As you go deeper into the game, you'll open up more Multiplayer options—many of them by going back to planets with different characters who get to areas that only they can reach. But to reveal all of the many Multiplayer secrets, like the speedy Racing game, you'll need to cover every corner of the cosmos.



RITH ESSA

A Battle Vacation with Three Ways to Score




On the pretty landscape of the planet Rith Essa, total battle chaos can reign with its simple war terrain. Choose three ways to win: by blasting the most foes in Time Limited Mode, reaching the quota first in Slaughter Mode, and standing last in Survivor Mode.

CLOSE QUARTERS

Weapons for All Terrible Tastes




On the Close Quarters terrain, the Weapons setting can be a blast. Set it to the Light, Medium or Heavy setting to find the field full of ammo power-ups that satisfy all warriors—whether your style is to pop away with the puny pistol or the powerful Tri-Rocket Launcher.

THE BUG FLOOD CONTINUES........

Our introduction has only scratched the surface of Rare's galactic epic. Next month we'll follow Mizar's hungry tsunami closer to its dark source, and you'll find out more about the critical missions that Juno, Vela, Lupus and Floyd must complete in their quest to overthrow Mizar's evil rule.





"I'VE DUSTED THE FASTEST RACERS IN THE KNOWN UNIVERSE..."

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"AND YOU'RE NEXT!"

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CHOOSE YOUR PLAY THEME!



FIND HIDDEN SHORT CUTS!



COOL COMPETITORS!





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Go Faster!







ARMY MEN™ SARGE'S HEROES™

NP: HOW IT RATES

TEEN T AGES 13+ CONTENT RATED BY ESRB

Army Men: Sarge's Heroes is rated Teen for its animated violence. There is no blood or gore.

3DO'S ARMY MEN: SARGE'S HEROES COMBINES A TOY-STORY-LIKE PLOT WITH ACTION-PACKED, MISSION: IMPOSSIBLE-STYLE GAME PLAY. THESE LITTLE GREEN MEN MEAN BUSINESS!

In 3DO's latest offering for the N64, the heroes of the title are green, plastic army men—the same type of army men you might have seen in a famous Disney movie or two. The plot pits the green good guys against the tan bad guys in a desperate, uneven war. As Sergeant Hawk, you must rescue your men from General Plastro's clutches and put an end to the tan army's reign of terror. The game play is similar to what you find in Mission: Impossible and other third-person shooters, and though the play control seems relatively slow at times, there is an auto-aim feature for most weapons. You can choose from three difficulty levels, and the higher the level, the tougher and more aggressive your enemies become. If the one-player campaign isn't enough to hold your interest, there are also two multiplayer modes for your gaming pleasure.







SARGES ARSENAL

You'll start many missions with just a basic rifle, but you can supplement it with additional weapons, ammo boxes and first aid kits scattered around the maps. The higher the difficulty level, the more you should work to conserve your ammo.



MACHINE GUN

This is the top choice for taking out groups of enemies on the run. It's also handy in close quarters—just hold the Z Button and spin around.



SHOTGUN

With its wide-angle fire, the shotgun is also great for close combat situations, like jumping into rooms where you know enemies are waiting.



SNIPER RIFLE

The sniper rifle allows you to hit enemies before they can even see you. In some areas, you'll find perfect sniping positions on hills or ledges.



GRENADE LAUNCHER

The shells for this weapon have about the same explosive power as regular grenades. The higher you aim, the farther the shell will go.



BAZOOKA

The bazooka has the longest range and greatest firepower of your entire arsenal. If you find one, save it for taking out tanks and helicopters.



MORTAR

The mortar falls between grenades and bazooka shells in explosive power. To aim the mortar, hold Z and use the Control Stick. To fire, release Z.



GRENADES

You can also aim a grenade toss by holding Z and using the Control Stick. Unless it hits an enemy directly, a grenade may bounce before exploding.



FLAMETHROWER

The flamethrower is devastating at close range. Remember that the tan soldiers have them, too, and a single blast can drain most of your health.



MINES

Several mines placed close together should pack enough punch to destroy a tank. The tank tread must roll directly over a mine to set it off.

MINESWEEPER

Keep in mind that you must press and hold Z to operate the minesweeper; otherwise, you may end up celebrating the Fourth of July all over again!

MISSION 1: TAN ATTACK

There's no time for KP in this plastic man's army! Tan soldiers are overrunning your base, and your commanding officer, Colonel Grimm, is pinned down on the bridge leading to the helipad. You're the only one who can reach him, so go to it, soldier!

THAT AIN'T SANTA CLAUS





Use the stacked crates to climb onto the rooftops, where you'll find extra items. You'll have to leap from roof to roof to reach some first aid kits and weapons, including a bazooka. Save it for later.



PEEKABOO, I SEE YOU!





If you don't want to take on the entire tan army single-handedly, climb up on the ridge on the right side of the map. From there, you can safely snipe almost any target inside the main compound and collect extra weapons.

RESCUE YOUR CO



Sweep around one side of the base or the other to reach the bridge and Colonel Grimm. Just remember that enemies may not be visible on your radar until you're almost on top of them.

ESCORT GRIMM TO THE HELIPAD



Once you find Colonel Grimm, it will be your job to see that he reaches the helipad alive. Be sure to take out the tan tank before you cross the minefield. It should be smooth sailing after that.

MISSION 2: I SPY

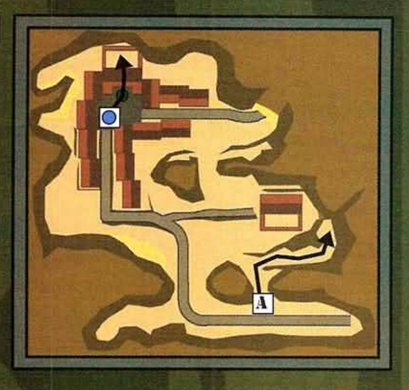
The tans have routed your forces, but a blue spy has been spotted in a town near your new base. The spy is likely working for the tans, but here's your chance to turn the tables on them. If you capture ol' blue eyes, he may decide to spill his guts.

TAKING THE HIGH ROAD





From the starting point, go straight ahead for more ammo. Now climb up the ridge around the lower-right side of the map. Use your sniper rifle to target the troops around the building below you.



SPEAK SOFTLY AND CARRY...





Stay low to avoid being seen. Remember that you have to aim higher when you're crouched or lying on your stomach. If you keep to the right side of the map, you can snipe your way to the town square.

...A BIG BAZOOKA!



There are two more bazookas on the roof of the building on the right side of the map. These should be more than enough to take out the rest of the tanks. The blue tank is nothing special, so blast it, too.

OL' BLUE EYES

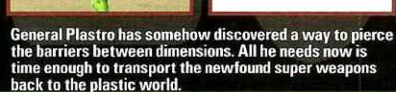


Run into and through the building near the blue tank to find the blue spy. Before you can react, he'll jump into a whirling vortex in the courtyard. You'll have no choice but to follow him into the unknown.

PORTALS

General Plastro and his tan army are using devices known as dimensional portals to cross over into the "real" world, where they're stealing magnifying glasses, firecrackers and other weapons of mass destruction. If they're not stopped, they'll wreak havoc in both worlds!



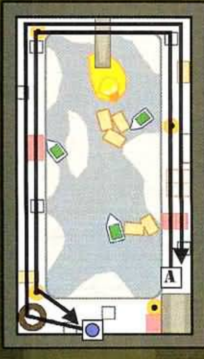


General Plastro has somehow discovered a way to pierce the barriers between dimensions. All he needs now is time enough to transport the newfound super weapons back to the plastic world.



MISSION 3: RUB-A-DUB-DUB

The blue spy is the only one outside of the tan army who knows the locations of the portals and the details of Plastro's scheme. He must be captured and brought back safely to green base!



TUB OF DEATH



You'd think that plastic would float just fine, but if you touch the water, you're history. The same goes for the spy. Once you find him, he'll follow you automatically, but steer clear of the tub's edge.

NAVIGATION PROBLEMS



The spy will follow you as best he can, but it's easy for him to get stuck behind blocks or other objects. If he's stuck, stand near him, turn slowly until he pivots in the right direction, then move along.

RESCUE YOUR MEN

Bravo Company-your company-was taken prisoner in the tan attack on green base. If your army has any hope of victory, you must rescue your men!



MISSION 4: RESCUE RIFF

Rescuing your bazooka man, Riff, is at the top of your duty roster. This mission will require more stealth and patience than the previous ones. Move through the enemy base slowly and take out as many tan soldiers as possible on your way in.

STEALTH AND STRATEGY





Keep in mind that you can follow directly behind a tank without it spotting you. To enter the enemy base, climb up on a ledge near the main gate, but don't jump in until you've taken out the troops nearest you. Use land mines to disable the tank.

TIME BOMB





Open the gate to the last area, but don't enter until you've shot all the guards across from the entrance. Stepping through the gate activates a bomb that will blow up Riff if you don't reach him in time.



MISSIONS 5 & 6: SEARCH THE FOREST

This is where the action really starts to heat up. Your best minesweeper, Hoover, is being held captive in a camp near one of the enemy's dimensional portals. Your next mission is twofold: Rescue Hoover and find out where the portal leads!

A BRIDGE TOO FAR?





This is likely the first mission in which you'll have to seriously conserve ammo. As you search for the bridge that leads to the enemy, be careful crossing the river—the water is deadly to your plastic body.



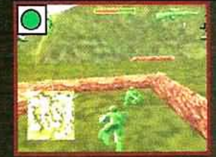
TURNABOUT IS FAIR PLAY





Enemy snipers will fire at you from ledges and from behind fallen logs. When you find the first enemy camp, return the favor by sniping at them from the gun emplacement on the ridge above.

LOCATE HOOVER





You'll find Hoover in a clearing just past the first camp. Though he's a minesweeper, you'll have to blaze the trail through the enemy minefield and locate the portal. Look around the minefield for items.

ESCAPE THROUGH THE PORTAL



Once you locate the portal, you'll have to battle your way through three waves of enemies to reach it. The second will pop in when you head for ground level, and the third will come through the portal itself.

MISSION 7: IN THE THICK OF IT

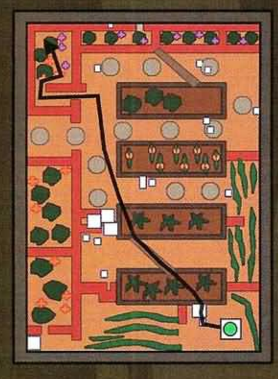
The portal brought you to a monstrous garden, where the carnage was enough to make you turn...never mind. Thick, the machine gunner you've been sent to find, isn't among the bodies. That means he's still alive somewhere in this florist's nightmare.

SCOUT AROUND





Once you dispatch the enemies nearest the starting point, climb onto the flowers to grab extra ammo. Now jump up on the flower pots to snipe at enemies along the walls. Make sure the tank doesn't see you!



BOOBY TRAPS





From the starting point, slowly clear out the rows between the long flower boxes. Use crates and blocks to climb onto the boxes to find weapons. The boxes are also littered with mines, so sweep for them.

ARMY ANTS



Tan soldiers aren't the only enemies you'll encounter here. You'll find black ants patrolling various areas, and their natural armor makes them formidable foes. Use your machine gun or flamethrower.

MAKE YOUR ESCAPE





To reach Thick, you must make it over the wall near the bottom-left corner of the map, then walk through the tall grass along the bottom. Once you find your gunner, he'll make his own way back to the portal.

VIKKI GRIMM, REPORTING LIVE

Vikki, Colonel Grimm's daughter, overheard your conversation with the Colonel concerning Plastro's plot. Itching for an exclusive, Vikki filed a live report from a portal site, only to be captured by tan soldiers. Film at eleven!



MISSION 8: SNOWBOUND

Shrap is the best demolition expert Bravo Company ever had. Unfortunately, he's currently locked up in General Plastro's version of Ice Station Zebra. If the green army's counteroffensive is to succeed, you're going to have to bust him out.

GET TO THE BRIDGE

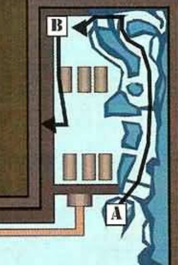


Use the ridge along the bottom edge to snipe the guards. If the tank near the bridge sees you before you cross, it will blow the bridge, and the mission will end in glorious failure.

CLIMB EVERY MOUNTAIN



Once you're over the bridge, follow the ridge up the right side of the map. The switch to disable the electric fence is inside the tan compound. There's no way in except over the mountains.



DISABLE THE FENCE





If you need extra ammo, look for a secret cave inside the mountain. Once the fence is disabled, walk down and around the enemy bunkers to a stack of crates. Use the crates to climb over the fence.

MISSION 9: SPRING SHRAP

Now comes the hard part. Shrap is being held in the deepest part of the prison compound. You must battle through six separate sections to reach him. As in Mission 8, if a guard in a tower spots you, he may sound the alarm and call in reinforcements.

RED ALERT!





If you are spotted, three new guards will appear and charge toward you. If you duck out of sight, or if you take out the guard who sounded the alarm, the siren will stop after about ten seconds.

THE GRAY AND THE BOLD





It's not necessary to free the gray soldiers to complete your mission, but if you want to, clear out all the tan soldiers first, then go back for them. The grays tend to charge into danger recklessly.

MORE SNIPING





Snipe any guards in towers before you step through a gate into a new area. This will increase your chances of passing through the compound undetected. It takes time, but your patience will pay off.

LOCATE SHRAP



Shrap is in the last section of the prison, in the top-left corner of the map. Once you talk to him, the guards will regenerate. Run as quickly as you can to the helipad in the bottom-right corner of the map.

PLASTRO'S PLANS

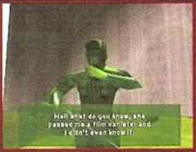
Besides having access to super weapons, Plastro has also found a way to change soldiers into spiders! Shrap narrowly escaped being turned into a creepy crawler, and unless you move fast, the rest of the world may not be so lucky. Here's a brief look at what the future holds for you and your comrades.



WILL VIKKI TURN TRAITOR?



Vikki will seem quite cozy with her supposed captor, General Plastro, and she'll even give him advice on how to deliver his televised threat to the world. Will she really become a traitor?



No way! Vikki will wait for the right moment to turn against Plastro, but to no avail. Though you'll find the final portal, Plastro will escape through it.

STRANGE NEW WORLD



If Plastro can't conquer his own world, he'll be more than happy to settle for this strange, new one. He'll lead you on a merry chase through a sandbox, a kitchen, a living room and more.



The final showdown will play out in a humongous bathroom. Will you flush out Plastro and bring his evil to an end? Will you be reunited with the lovely Vikki? Only time (and your skill) will tell!

MULTIPLAYER MODES

As we mentioned before, Army Men also features multiplayer games for two to four players. These include simple head-to-head matches (the first player to defeat three, five or ten opponents wins) and team-style Family challenges. Unlike in single-player, players can choose different characters as well as the tone of their plastic: green, tan, gray or blue.

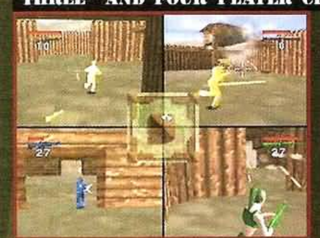
TWO-PLAYER MATCHES





In two-player matches, the screen is split horizontally, giving each player a wide-angle view. Note that weapons will be a different color on each screen, matching that player's body color. Rest assured that all players can use any weapon.

THREE- AND FOUR-PLAYER CHALLENGES





In three-player games, player one will have the entire top half of the screen. Players might consider giving this spot to rookies. In four-player games, the individual screens may be small, but they are manageable, even in pitched combat.

WHAT LIES AHEAD...

Now that you have the basics down, it's time for you to go out and kick some plastic butt. Be sure to note the screens at the end of each mission, which will give you the option to save your progress on a Controller Pak. If you don't have a Controller Pak, the game will also give you a password. Go get 'em soldier! Hoo-rah!


SCORCH MISSION


SHOWDOWN


KITCHEN


LIVING ROOM



CLASSIFIED INFORMATION

0428 6211 4842 0680

MEMBER IDENTIFICATION #

QUAKE II

Colors, Ammo and Gravity

Arm up with some Quake II codes by selecting Single on the Mode Screen, then choose Load on the Start Game Screen. When you're asked, "Create game note on Controller Pak?" select "Do not use," then enter any of the passwords listed below. If you've successfully entered a code, "Cheats!" will appear on screen.

Cool Colors



You can redecorate the Stroggs' stronghold with bullets, and now you can redecorate their pad with a splash of new colors. By typing in S3TCOOLCOLORS???, you'll enable an alternate color palette for the game.

Infinite Shots





Your fragging may start dragging if you're constantly depleting your ammo supply. To remedy that, use S3T1NF1N1T3SHOTS as your password so you'll have unlimited ammunition in multiplayer mode.

Low Gravity

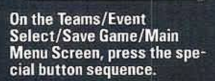
For more hang time, jump into Low Gravity Mode. Enter S3TLOWGRV1TY???? as your password, then begin a multiplayer match to enjoy the effects of weightlessness.



All GT2 Circuit Cars

If you've been revving your engines to test-drive all of World Driver Championship's GT2 cars, cruise into Championship Mode, then park yourself on the screen that displays the Teams, Event Select, Save Game and Main Menu options. Press Z, Right on the Control Pad, Z, Z, Z, B, bottom C, A, Right on the Control Pad, Start, B, then A to unlock all of the GT2 cars. You won't earn any experience points for the little shortcut, but at least you'll have some faster rides at your disposal when you go for the gold cups.





On the Teams/Event Select/Save Game/Main Menu Screen, press the special button sequence.



All of the cars from Speedcraft, Kohr, Viewpoint, Reeds, Eurospec, Totalsport and Elite will then be available.



To change any of the cars' colors, press the Z Button while viewing one of them.



You can drive all of the cars, but you won't earn any experience points for using the code to unlock them.

The New Tetris

Speed Tetris

So you think you're pretty good at playing marathon sessions of Tetris? With this new code for the New Tetris, you'll barely have time to panic as it makes every block fall faster and faster with every piece you place. Begin a new game and name the file 2FAST4U, then test your reflexes with the ever quickening pace of accelerated Tetris. If the code indeed proves to be too fast for you, reset your N64 to disable the code.



Use the Control Pad to highlight Name then dub your new file "2FAST4U."



Once you've activated the code, the rate at which the blocks drop will increase with every piece you place.



All Cars, Courses and Gold Trophies

For a pocket-sized game, Kemco's Game Boy Color racer boasts a couple of codes with some jumbo-sized effects. To unlock all of the game's cars and courses without having to set your wheels onto the tarmac, enter YQXW-H as your password. To unlock all of the cars and instantly win gold trophies for all eight tracks, use YQX-%Z as your password.



By punching in YQXW-H as your password, you'll be able to drive any car on any course.



With the YQX-%Z password, you'll have instant gratification nabbing all eight gold trophies.

Turok 2: Seeds of Evil

Turok Tricks

The Game Boy version of Turok 2's Seeds of Evil can be a little too evil at times, so you may want to enter some secret passwords to make the dinosaur hunting a tad bit easier. All five codes will work at once, but you must revisit the Password Screen for every code you enter. Once you've activated the codes of your choice, you'll be able to enter your personal password to continue a game you've already started.

Password	Effect
DLVTRKBBRD	Bird Mode
DLVTRKBLVL	Level Skip
DLVTRKBLVS	Infinite Lives
DLVTRKBNRG	Infinite Energy
DLVTRKBWPS	Infinite Weapons

Bird Mode

To reposition Turok anywhere you want within an area, use DLVTRKBBRD as your Password, then press A, B and Select simultaneously to activate or deactivate Bird Mode during game play.



Level Skip

After enabling the Level Skip feature with the DLVTRKBLVL Password, press A, B and Start at the same time while playing a game. The Level Skip option will then appear on screen, and by pressing Left or Right you can highlight the area you wish to visit.





Infinite Weapons

The DLVTRKBWPS code won't automatically arm Turok with all weapons, but it will instantly supply him with unlimited ammo for every weapon he finds.



Bass Hunter 64

A Whole New Can of Worms

This is no fish story: In-Fisherman Bass Hunter 64's waters can be overflowing with bearded, cap-wearing fish! To see them or any of the fishy effects of the following codes, access the Enter Cheat Code Screen accessible from the Options Menu. If you've entered the code correctly, you'll hear a "boing" sound effect.

Code	Effect
ALLDCASH	Increases money
ALLDLAKES	Unlocks all lakes
BAGDSNAGS	No snags
FISHMAN	Increases fish on fish finder
GIMMEDFISH	Adds 55-pounder to live well
HAPPYFISH	Makes fish more active
HEADADBIGA	Puts big human head on fisherman and fish
HYPERBOAT	Faster boat
IWINIWIN	Instant Tournament victory
MONDOFISH	Big fish
NOPENALTY	No Tournament penalties
RUBADUBDUB	Transforms boat into a bathtub
SUPERLURE	Easier catches
SUPERSTRING	Unbreakable line
WHATADRAG	Slower boat



That's not the prettiest fish in the lake. It's a good thing this is a catch-and-release sport.

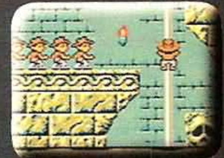


A convenient place to wash your fish, the bathtub boat helps get them zestfully clean.

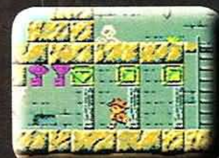
Montezuma's Return!

Not Even Doors Will Stop You

If the pyramid scheme of Montezuma's Return has got you stumped, try approaching the booby-trapped ziggurats from a new angle. To pass through locked doors, use the password "SUNSHINE." For unlimited lives, type in "ELEPHANT" as your password.



Nothing will harm you as long as you've entered "ELEPHANT" as your password.



Don't bother knocking or unlocking. The SUNSHINE password allows you to enter any door.



Hidden Printer Feature

If you need a break from catching Klax tiles, punch in the following password: green blockhead, green blockhead, red circle, and blue square. Rather than rolling out more blocks off the Klax conveyor belt, the game will roll out a minigame compatible with the Game Boy Printer. To print out the mix-and-match people who will appear, hit A. Press Up or Down to scroll through the face selections, and press Left or Right to cycle through the different bodies.



To access the Klax minigame, enter the password shown above.



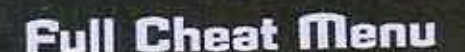
With the Game Boy Printer, you can print a hard copy of Kodak moments like this.

CLASSIFIED INFORMATION

STAR WARS EPISODE I RACER

All Cheats, Vehicles and Tracks

Back in August we revealed how to unlock the Debug Menu. This month we expose how to access all of the menu's variables, enabling you to tweak things like artificial intelligence and vehicle stats. First begin a new game file, then press and hold Z while using the Control Stick to scroll through the letters to spell RRTANGENTABACUS. Hit L to confirm each letter choice, then highlight "END," tap L, then name your file in the normal fashion.



Full Cheat Menu



Once you've entered in the code RRTANGENTABACUS, pause a game in midrace. Press the Control Pad left, down, right, then up to activate the Cheats Menu, which will sport all options as fully accessible.

All Racers and Tracks



To unlock all racers and tracks, keep the fourth save slot empty and enter the RRTANGENTABACUS code. Return to the title screen, then press L, R and right C simultaneously. A fully stocked file named DBG will then appear in the fourth save slot.

Autopilot



The RRTANGENTABACUS code will also enable Autopilot Mode for your game. During any race, press R and Z at the same time to activate or deactivate the mode. With it activated, you'll need to control only your speed by pressing and holding A.

Fast-Forward



Fast-Forward Mode and all of the codes below require you to access the Debug Menu and switch the Debug Level to any number other than zero. Once you've hit A to change the Debug Level number, press Up on the Control Pad to speed through the track.

Rewind



To quickly backtrack through a racetrack, press Down on the Control Pad. The timer will still move forward, but your Podracer will shift into reverse to drive against the flow of traffic.

Invisible Podracer



To make your Podracer as clear as a wookiee is hairy, press Left on the Control Pad. As long as you hold Left, your vehicle will cruise in its invisible stealth mode.

Monochrome Mode



For monochrome settings without textures, press and hold Left on the Control Pad and the Z Button at the same time. By pressing and holding the Control Pad in the northwest position along with the Z Button, you can fast-forward through Monochrome Mode.

Self-Destruct

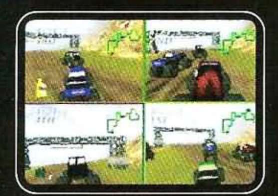


If, for some reason, you like to hear Anakin (or whomever you happen to be playing as) scream as your Podracer explodes, hit self-destruct by tapping Right on the Control Pad.

If you have a trick, password or code for our Classified Information files, drop us a line at the address to the right or send e-mail to classified@nintendo.com. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

**Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733**

REACH OUT AND CRUSH SOMEONE



Climb into the cockpit, buckle your seatbelt and get ready to experience the most exciting, off-road extreme action of Monster Truck Madness™ 64.



7 Modes of gameplay including Circuit Racing, Summit Rumble, Police Chase, Indoor Soccer and more.

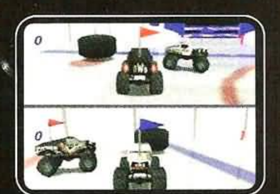


Multi-player mania allows up to 4 people to play against each other, head to head.



Featuring BIGFOOT™, Grave Digger™, nWo™ Hollywood Hogan™, WCW™ Stinger™ and 15 more bad boys from the world of Monster Trucks.









BIGFOOT™



GRAVE DIGGER™



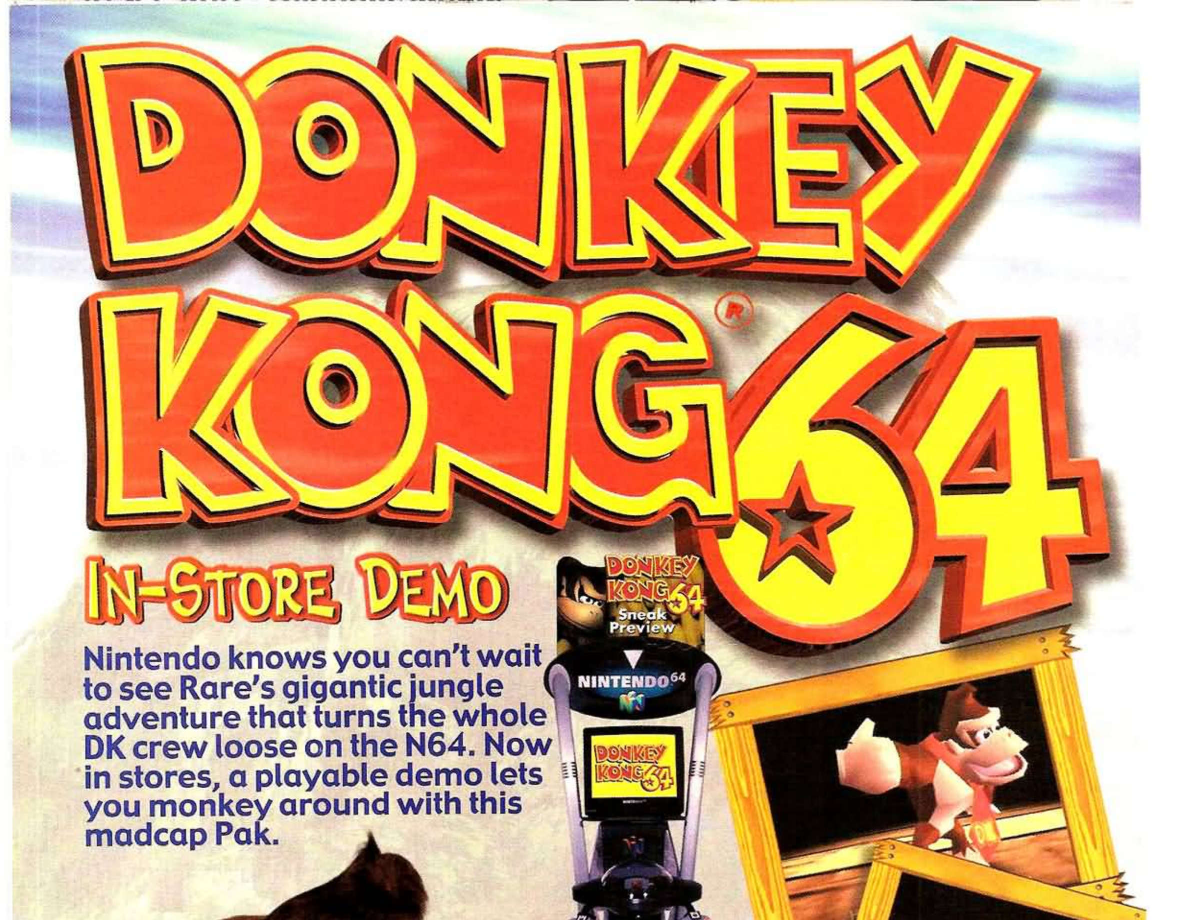
BEAR FOOT™



STINGER™



THE OUTSIDERS™



IN-STORE DEMO

Nintendo knows you can't wait to see Rare's gigantic jungle adventure that turns the whole DK crew loose on the N64. Now in stores, a playable demo lets you monkey around with this madcap Pak.

APE PAK SNEAK PEEK

They wowed crowds previewing at E3 in Los Angeles, then SpaceWorld in Tokyo, and now it's time for DK and company to swing into your neighborhood and show you how they party like it's 1999 on the N64. Two of your ape faves–Donkey Kong and Diddy Kong–return in Rare's upcoming game. This time the simian circle grows by three new Kong characters, and the worlds you'll explore are much bigger than ever before. Over 7,000 playable demos are currently in stores, giving a hands-on preview of three scenes plucked from the Pak, and our tips will help you become the top banana.

Diddy's Funhouse Mine Ride

All the rollercoaster dips and funhouse tricks in this mine cart level might make you lose your lunch. But if you hang on tight with our tips, you will win the golden banana. To score the victory fruit, you must collect at least 70 coins spread through shafts packed with cold-blooded Kremlings and short-fused TNT barrels. Diddy's mine cart madness is back on track, faster than ever on the N64, and with Rare's feverish lighting effects, it's one wacky ride you won't be able to shake.

Reckless Gold Rush



It's impossible to collect all the coins in the shaft, but you can snatch 70 of them by jumping and leaning to the sides of the shaft with sharp timing. If you hit any obstacles like the alligator jaw that snaps shut or are struck by enemies like the Kremlings, you'll lose a few coins. Speed up and slow down to avoid them.

Strangers in the Dark



Mining carts crammed with explosive TNT race down tracks that cross the one that you're racing along. You'll get a nasty blast if your cart glances against one of them, and you'll lose a few coins. Speed up or slow down to avoid colliding with them at the intersections.

Split-Second Switch



At three spots along the way, the track will fork left and right—and you'll have to make a sudden decision which way to swing the upcoming gate. One track has several coins; the other has only one. In order, here are the rich paths: right, left, then right.

TNT with Attitude



Just when you perfect protecting your left and right, this cursed mine shaft hurls TNT at you from unexpected directions. If you go too slowly, TNT will race up behind you on a cart to goad you along, so watch your speed. Also, TNT barrels will drop on you from above, so put on your brakes when you see them fall.



Chunky's Volcanic Crisis

Rare introduces three new characters to the Kong crew in its upcoming game, and Chunky Kong debuts in the demo. Big like Donkey Kong but with moves that'd make a professional wrestler run for mommy, Chunky takes on a mega-reptilian boss that spews fireballs on a massive column that slowly lowers into a lake of lava below. This boss isn't defeated easily–this is one of those epic battles that will keep your blood boiling. Follow these tips to keep your cool throughout the volcanic showdown.

Barrel Brouhaha



At the start of your tough battle, you must score several TNT column's hits on the boss. Wait until he flies over to one of the column's corners and lands. Then race to the barrel that reappears in the center of the column. Grab it with the B Button, then throw it at the boss.

Fireball Five-Pack





This restless reptilian will stay on the move, sometimes landing on the column to spit five fireballs at you. It's difficult to grab and throw a barrel during his attacks, so wait until all five fireballs have passed. Then the boss will often land and shake his finger at you—that's the best time to strike.

Off the Richter Scale





The volcanic boss contains earthquake power under his scaly hide and will occasionally strike the ground, causing a tidal swell in the earth with a crest of fire. The fire spreads in a widening ring. If the fire touches you, it will take a big bite out of your watermelon health meter. Avoid taking damage by rushing up the swell and leaping over the spreading fire.



Cannonball Run





Chunky Kong has a variety of new moves, and his cannonball spin can help you keep ahead of the boss's rapid-fire attacks. You can jump while running by pushing A and add the cannonball spin while in midair by pressing B. Because the boss's fireballs explode against the earth—sending out mini-rings of fire—the cannonball may just help you go the extra distance when you've escaped a direct hit from the fireball but are feeling the heat against your hide.



Apocalyptic Tantrums



The mega-reptilian boss has two huge moves that turn the heat way up. After you strike him with a few TNT barrels, he'll radiate with explosive energy then send an inescapable wave of flame at you, so make sure your health meter can survive the hit. Soon after that, he'll pound the rock column so hard that it will begin sinking quickly into the massive lava lake far below, which puts you on a strict time limit to finish off the boss with the following few moves.

Out for a Spin



Another of Chunky's signature moves is a whirling spin that he can use to keep ahead of the fireball blasts. To set the spin in motion, get Chunky running at a good pace, then push B while he's moving to start him spinning. The whirling momentum might just keep Chunky out of the heat of battle.

Behemoth Barrel



While the column is sinking into the lava lake and you strike the boss with TNT, the next barrel that will pop up in place of the TNT will allow Chunky to become as huge as the boss for a few seconds. Touch the barrel, then back the boss into a corner and punch away at him by pressing the B Button.

Turbo-Charged Punches



Chunky has more moves when he's giant-sized during the boss fight. While holding down the Z Button, press A to make Chunky leap high into the air. But by holding Z and pressing the B Button, you can throw out a power-packed punch that will make the boss see stars. Hammer the boss with as many of these super punches as you can before you shrink to regular size again.

Reptile Roast



After surviving the boss's temperature tantrums, you might think there's no end in sight to this fight. But if you've hung in there this long with the lava lake lapping at your heels, you're very close to victory. If you use several growth barrels and plant a few super punches on the boss's noggin each time, you'll soon topple him into the fire below. During the epic battle, he falls into the lake many times—is this truly the last you'll see of this hothead?

Donkey Kong's Armadillo Assault

For previous Donkey Kong games, Rare has gone on safari to bring back incredible bosses from the wild. We've battled vultures, beavers and sea urchins all willing to do serious dirty work in the name of entertainment–and now Rare has traveled to the four corners of the world to bring back an even more malicious menagerie for DK 64. In the demo, you tackle an armadillo that packs an army-caliber arsenal under its shell, and only Donkey Kong has the muscle to take on this boss on such hostile turf.

Get the Last Laugh



You're trapped in a grassy arena with the armadillo, who hauls turrets that blast a nearly nonstop barrage of energy orbs at you. While the boss attacks, he protects his weak spot–his face–under his shell. Wait until he pokes his face out to laugh at you, then throw a TNT barrel at his gloating mug.

Juggernaut on a Roll



When the armadillo begins tucking up into a ball, start running to a safe distance. Once tucked, he'll roll toward you to try to squash you under his bulk. You may need to run around one of his sides if he gets too close. Use the left and right C Buttons to rotate the camera angle when the armadillo's shell blocks your view of Donkey Kong.

Hairier Jump Jet



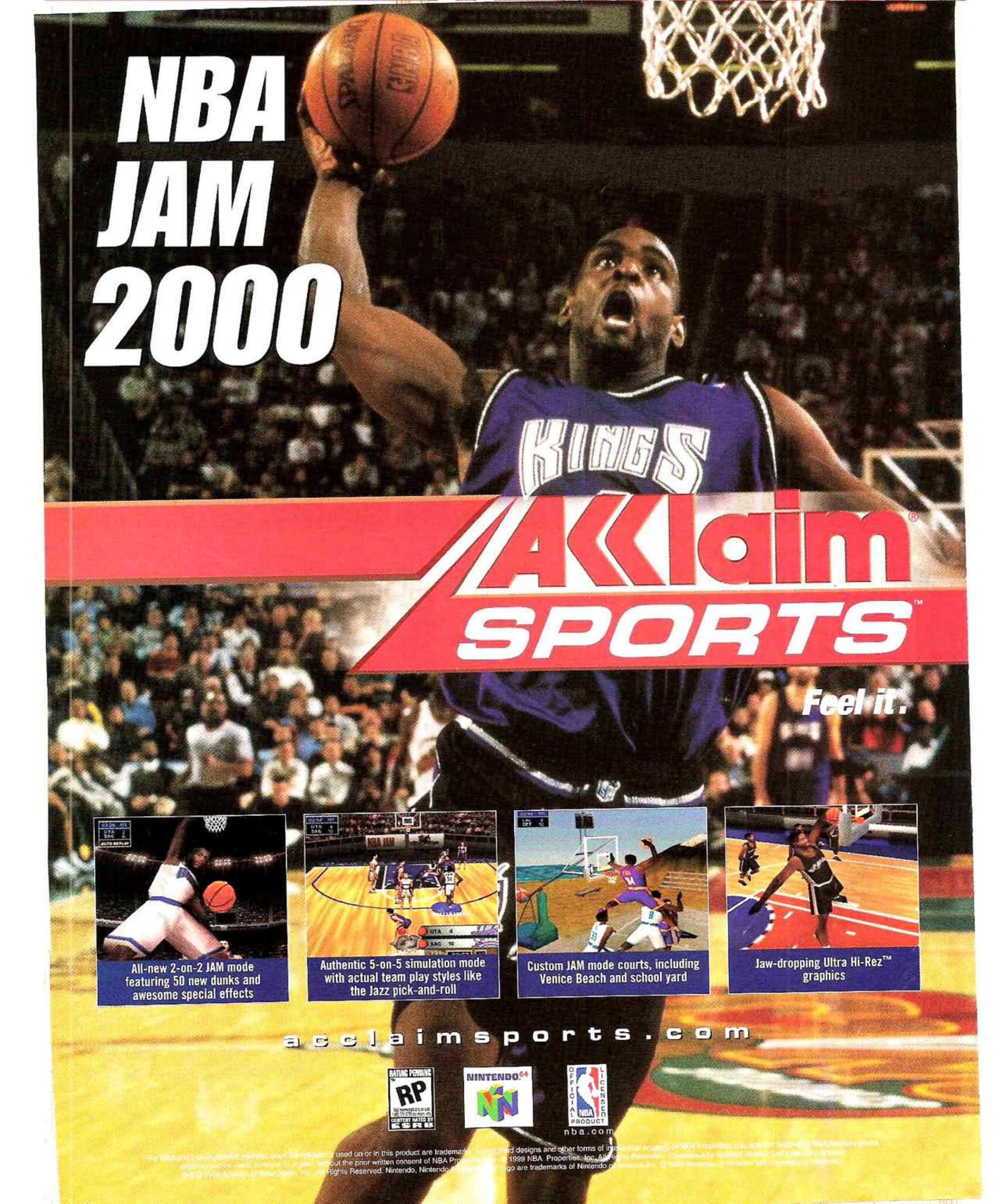
This armadillo is even harder to beat when he transforms into an air assault vehicle. Each time you blast him with TNT, he'll use his turrets to hover in midair for a moment before crashing back down, creating a spreading ring of green radiation. Don't back off from the radiation. If you run straight toward it, and your timing is perfect, you should be able to jump over the wave without harm.

Manic Ammo Blammo



You'll need to throw TNT at the armadillo several times to reach the high-ammo climax to this boss level. When he's at his most desperate, the boss will shoot his strongest weapon, a grinning rocket that dogs your every step. The good news is that if you can survive the rocket, your next TNT strike on the boss's laughing face will finally put an explosive end to his one-dillo crusade.

Ready for more unbelievable bosses? For now, you'll have to tackle the challenge of the in-store demo. Next month we'll go much deeper into Rare's upcoming Kong-sized Pak to reveal many more safari surprises that have been hidden in the jungle, just waiting to burst into the open!



NBA JAM 2000
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SPORTS
Feel it.
All-new 2-on-2 JAM mode featuring 50 new dunks and awesome special effects
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STARCRAFT 64™

Are you prepared to engage the alien menace in Starcraft 64? If not, you'll likely face the embarrassment of total extinction. To help you avoid this horrific fate, Nintendo Power offers the following strategic overview and primer for interstellar commanders everywhere.

THE BATTLE BEGINS

Starcraft 64 from Nintendo launches players into a sci-fi world of real-time, strategic campaigns. The single-player game includes episodes for each race and special custom scenarios. You can access the two-player game and single-player Episodes IV through VI only if you have an Expansion Pak installed in your N64. Fortunately, the extensive game manual covers most of what you need to get started. Power begins its strategic exploration by examining units and representative missions for all three races. You can access even more information at nintendo.com and the official Starcraft site at blizzard.com.



Players enter the galactic fray commanding one of three races in a desperate bid for survival. Each race has significant strengths and weaknesses that provide a unique challenge.



The Brood War episodes are available only if an N64 Expansion Pak is installed. These extra missions include several new units and a continuation of the intriguing plot.

THE OUTER RIM

To thrive in the harsh conditions of the cold outer rim worlds of Starcraft 64, each of the three races has learned to make use of the scant natural resources available to them. Those resources include Vespene Gas for energy and deposits of Mineral Crystals for creating spaceships, vehicles and armor.



Lowly worker units from each of the three alien races harvest Mineral Crystals. Although the Zerg don't build units and structures with minerals, they use them to harden their bodies.



Even in the outer reaches of the galaxy, fighters gain a strategic advantage from simple tactics such as taking the higher ground. Use this tactic to defend bases and ambush enemies.

TEEN T AGES 13+ CONTENT RATED BY ESRB

HOW IT RATES

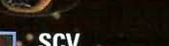
Animated blood and gore and mild profanity mark the worlds of Starcraft 64 according to the ESRB. The action is intense and definitely aimed at teenagers and older players.

TERRANS

Terrans are the human descendants of a lost colonization fleet from earth that finds itself unprepared to battle advanced alien enemies. Fortunately, they learn quickly and develop the technology needed to combat the threats posed by the Zerg and Protoss. Perhaps their biggest threat comes from internal factions. Terran units range from the all-important, but weak, SCV to the mighty Battlecruiser.



TERRAN UNITS



SCV

A Terran in an SCV suit becomes a miner, a builder and a repairman all rolled into one. The SCV worker is the backbone of the Terran effort. Build many quickly.

Marine

Upgrade the basic Terran ground troop unit through tech advances. Stim Packs and range increases are the best upgrades. Marines are effective fighters in large groups and solid defenders in bunkers.

Firebat

Armed with "Perdition" flame throwers, Firebat units wreak havoc on lightly armored foes despite their short range. Use them in small, tightly bunched groups to concentrate the firepower.

Medic*

This unit appears only in the Brood War scenarios of Episode V. Medics heal wounded infantry units, so keep them behind the front lines during a battle. Medics can also cure some Zerg infestations.

Ghost

Ghost units have the ability to cloak and disable mechanized units using "lockdown," and they can guide nuclear weapons onto an enemy target. Keep them hidden in bunkers until you need them.

Vulture

The speedy Vulture hover-bike is the ideal scout vehicle. With tech upgrades, new Vultures can lay three mines—perfect for stopping ground troops—or increase their speed. Vultures can't attack air units.

Siege Tank

The Arclite Siege Tank works best against large units in Regular Tank Mode. When facing smaller units, use the Siege Mode to maximize damage. You'll need to visit a Machine Shop before you can gain Siege Mode.

Goliath

Goliath walkers excel at air defense, but they are more expensive to build than Missile Turrets. If you need to defend advancing ground troops from enemy air strikes, the Goliath is the perfect weapon.

Wraith

The cloaking capability of the Wraith fighter makes the craft a perfect spy vehicle. Its offensive potential is greatest against large, aerial units such Protoss Carriers, Battlecruisers and Zerg Overlords.

Drop Ship

Dropships have no offensive power but can carry eight Marine, Firebat and Ghost units, four Goliath and Vulture units, or two Siege Tank units. Try dropping a group of Marines on an undefended mining operation.

Science Vessel

The Defensive Matrix is a shield that the SV extends over a targeted unit. The 250 HP shield won't last long, but it can keep a vital unit going in the thick of battle. It's very useful for protecting Dropships.

Valkyrie Frigate*

Available only in the Brood War scenarios of Episode V, the Valkyrie Missile Frigate is a support ship that punishes light aerial units such as Wraiths, Mutalisks and Scouts. It's worthless against ground targets.

Battlecruiser

The Battlecruiser is expensive and takes a long time to build. It is vulnerable when used alone, so build six or more and repair them when they are damaged. The Yamato Cannon option gives you 260 damage points!

TERRAN STRUCTURES

——— Prerequisite for building

········ Add-on structures

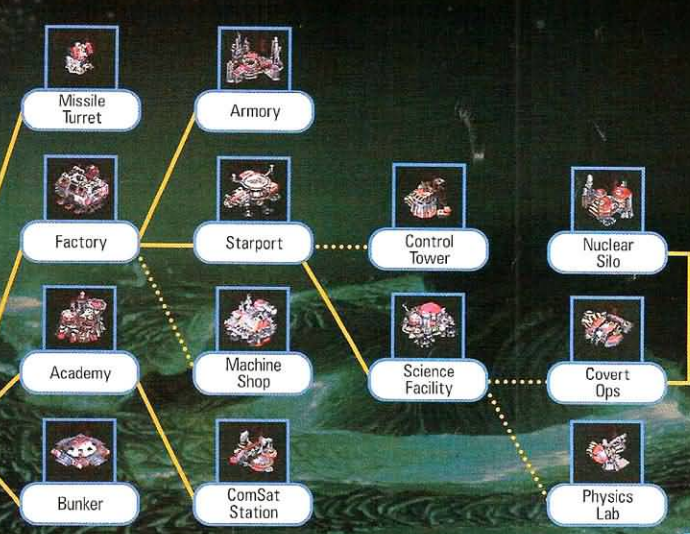
* Appears only in Brood War episodes.

Many structures can be built only when some other structure has been built. The purpose of structures can vary, but many are essential for producing advanced battle units.









ZERG

The Zerg are a union of genetically evolved creatures under the control of the Overmind. Instead of using technology to wage war, the various types of creatures within the Swarm have enhanced biological attributes that are the equal of the weapons possessed by their enemies. Zerg units are created in the Hatchery, and all supporting organs must be placed on the connective tissues of the Creep.



ZERG UNITS

Overlord



The Overlord is used for supply, transport and detection of enemies. As a supply depot, each Overlord provides sustenance for eight units. It can detect cloaked and buried units or transport several units.

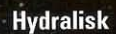
Drone

The Zerg Drone is the builder of the Zerg hive. Within its genetic structure is the information to build any of the organs that serve as buildings for the Zerg. The Drone can burrow to hide from attackers.



Zergling

This scrappy little fighter is the basic ground unit for the Hive. It is most effective in large numbers. It is expendable, but a rush of Zerglings can easily overwhelm poorly defended enemy camps.



Hydralisk

The Hydralisk moves slowly, but it's cheap and fast to build, and with its ability to strike enemies on the ground or in the air it's the most versatile of all Zerg units. It can regenerate and burrow.

Lurker*

This unit from the second Zerg episode attacks with projectile spines while burrowed. When an enemy isn't using detection methods, surround the enemy base and slowly move the burrowing Lurkers closer to the center.

Scourge

This aerial attacker is useless against ground targets. Use it in conjunction with Mutalisks, Guardians and Devourers to avoid being wiped out. Only use two Scourge units against most enemy aircraft.

Mutalisk

The Mutalisk flies fast and makes the perfect scout unit. It's also an excellent choice for hit-and-run attacks against slow aerial units. Mutalisks can be stacked, making individual units harder to target.

Guardian

The powerful Guardian can fly and hover over any terrain or space, and its long range is unequaled by any other unit in the game. It is evolved from the Mutalisk and has no defense against aerial units.

Devourer*

In addition to acid attacks, the Devourer fires spores that attach to enemy units. The spores cause damage during each successive attack, and they also render the unit's cool-down time less effective.

Queen

The Queen unit has several awesome abilities. It can infest enemy command centers, ensnare enemy units and spawn broodlings, which is a powerful way to destroy any biologicallybased enemy unit.

Ultralisk

The mandibles of the Ultralisk can slice through almost any material, and with 400 HP, this monster can withstand a lot of firepower. A group of Ultralisks can draw attention from more vulnerable units in an attack.

Defiler*

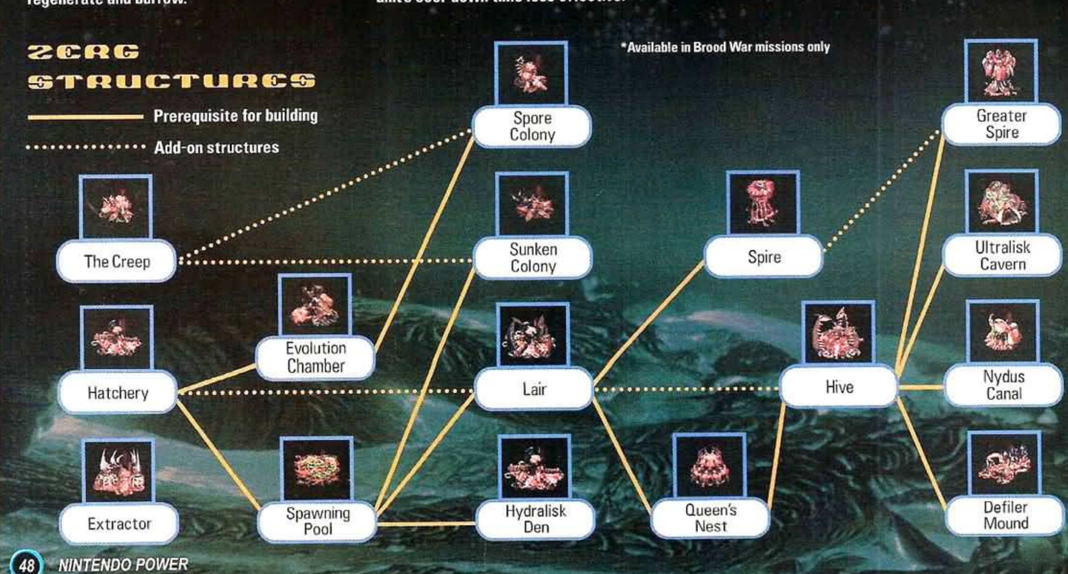
The Defiler has several specialized abilities that make it a terror, but it has no normal attacks. The Dark Swarm ability covers units and makes them impossible to target. Plague can reduce a unit's HP to one.

Infested Terran

The Infested Terran is created when a Queen infests a Command Center. This kamikaze zombie is most dangerous when it's directed to a specific target, but it has to reach the target to destroy it.

*Available in Brood War missions only

ZERG STRUCTURES



PROTOSS

The Protoss rely on their awesome psionic abilities and destructive robotic units rather than the swarming numbers of the Zerg and Terrans. This ancient race follows a unified code, called the Khala, that gives them strength but also limits their readiness to adapt to changes. Instead of building new structures in the battle arena, the Protoss warp buildings into place from the home planet.



PROTOSS UNITS

Probe

The primary job of a Probe is to mine minerals and Vespene Gas and set up warp fields for transporting buildings from the Protoss home world. A Probe also makes a good scout unit. Enemies often waste time chasing Probes.

Zealot

The Zealot is the most advanced basic ground unit in the game, and it's more expensive than comparable Terran and Zerg units. A Zealot can't attack air units, and it has a very short range of attack.

Dragoon

With its ability to attack air or ground units, the Dragoon is the perfect partner for a squad of Zealots. It's best to keep a Dragoons behind the Zealots' front lines. The Dragoon isn't effective against small units.

High Templar

The advanced High Templar is a warrior that has no normal attack. Instead, this warrior has several special abilities including the Psionic Storm and Hallucinations. Two HTs can join to form a mighty Archon unit.

Dark Templar*

In spite of a long cool-down period and no antiair strike capabilities, the Dark Templar unit is still formidable. Its permanent cloak is its greatest advantage, particularly against Terrans.

Reaver

The Reaver creates Scarab Drones that shoot out and destroy nearby enemy units. It's particularly useful in destroying defensive structures such as Bunkers or Spore Colonies, but it's also quite vulnerable.

Scout

With 150 HP the heavy Scout isn't just for reconnaissance. Use it in small groups to draw fire from your vulnerable attackers or defenders. Scouts are fast enough to perform flanking moves that can disrupt enemy plans.

Corsair*

This air-to-air unit is available only in the Brood War episode. Its Disruption Web ability keeps victim units from attacking. Used in conjunction with the Scout, the Corsair can be a menace to ground troops.

Shuttle

The Shuttle transports units into battle or flies them over terrain or space that they couldn't cross alone. The Shuttle has eight slots—A Dragoon takes up four slots while a Zealot takes just two.

Observer

The Observer can't attack, but it's permanently cloaked and makes an excellent scout. It can also detect cloaked enemy units, so you should position Observers over vital regions to see if cloaked enemies are nearby.

Arbiter

The Arbiter has three very special abilities. This aircraft can cloak other vessels—kind of like a Trojan Horse. It can transport units into the thick of battle, and it can freeze enemies in a stasis field.

Carrier

The massive Carrier is the sledgehammer in the Protoss arsenal. Each Carrier can hold six to ten Interceptors (ten if upgraded). The speedy fighters will continually swarm and attack an area until it is rubble.

Archon

The Archon uses lots of resources, but it's a formidable warrior. Use it in conjunction with Zealots and Dragoons to create a powerful strike force and to draw fire away from less shielded units.

Dark Archon*

The Dark Archon's Mind Control ability gives you control over an enemy unit. Use it on transports to win the transports and all of the units onboard. The Maelstrom ability freezes biological units in their tracks.

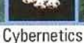
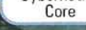
*Available in Brood War missions only

PROTOSS STRUCTURES


Prerequisite for building












THE HUMAN TOUCH

When the computer AI gets too predictable, it's time to take on the ultimate alien intelligence—your friends. You'll have to use an Expansion Pak to access the Two-Player Mode, but it's worth the effort. Choose from seven maps, three Game Types and either Starcraft or Brood War units. A special Map Mode and the Scenario Mode add even more depth and variety to the multiplayer game.



Although it may seem as if you could easily spy on your opponent, you'll be too busy commanding your units to spend much time eavesdropping.



MULTIPLAYER BASICS

Here are some basic multiplayer strategies. Build resource gatherers and basic units right away. You may be able to win with low-cost units if you act quickly. Build defenses first followed by an attacking force. Build more than one base, and don't back down.



CUSTOM SCENARIOS

Once you've completed the Episode Mode of Starcraft 64, a new challenge beckons with the Scenario Mode. In this option, you can play one of nine existing battles or design your own battle, choosing the maps on which you'll fight and the enemies you'll meet.



MULTIPLAYER SCENARIOS

More fun awaits players who check out the Scenario option for multiplayer matches. Under the Map Type selection, go to Scenario, then change the Map options. There are five outrageous Scenarios available, ranging from football to a Zergling round-up.

Pro Bowl



Move a crystal ball to the opponent's goal to score a seven-point touchdown. There are two halves of ten minutes each in the game.

Zergling



The Old West heads to deep space in this Zergling rodeo. Use Firebats to drive Zerglings into a high-tech corral. The first one to 25 wins.

King of the Hill



This game is easy to understand but hard to win. Just have the most units on the top of the hill after 30 minutes.

Starcraft



This is a capture the flag game using specialized units. You'll score ten points for capturing the flag and one point for every defeated enemy.

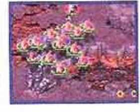
Old Faithful



Any units on or over low ground on every eighth minute will be lost. The goal is to collect 5000 units of ore from this dangerous world.

DEPTH OF SPACE

Starcraft 64 turns out to be one of the deepest games ever for the N64. The dozens of one-player missions with three very different races are just the beginning. We estimate that the average player will have well over one hundred hours of game play in the Single-Player Mode alone. When you consider the Scenarios and Multiplayer games, Starcraft 64 seems as vast as space itself.




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All Star Tennis™ '99 video game





ENTER NOW

ALL ENTRIES MUST BE RECEIVED BY NOVEMBER 15, 1999

Ubi Soft ENTERTAINMENT®

NAME the stars of *All Star Tennis '99*™ — Place the correct number next to All Star player names

Michael Chang ☐	Jana Novotna ☐	Mark Philippoussis ☐	Gustavo Kuerten ☐
Amanda Coetzer ☐	Richard Krajicek ☐	Jonas Björkman ☐	

MAIL to: UBI SOFT ENTERTAINMENT, Inc. 625 Third Street, 3rd Floor, San Francisco, CA 94107

Name: ______________________ Age: __________

Address: ______________________ Apt.#: __________

City: ______________________ State __________ Zip __________

Stay off the streets, keep the cows in the barn and call the cops. THQ and Pacific Coast Power & Light have unleashed Road Rash onto the N64.

ROAD RASH 64™



Completely Ir-rash-ional



What would a racing game be without four-player action? Play a game of biker tag or see who can hit the most pedestrians. Road Rash offers several action-packed modes.

They run over pedestrians, challenge oncoming traffic and knock police off the road. These brawling bikers are as bad as they come, and you're about to be in the middle of the pack. To earn their respect, you'll have to be fast and tough. Basic racing skills are essential, but they won't do you much good when you're faced with a billy club to the head. You'll have to fight off opponents while traveling at deadly speeds, and if you manage to survive, you just might be invited to become a loyal member of the pack.





NP: HOW IT RATES

Road Rash received a Teen rating for its fast-paced action and explosive demolition sequences. There is no graphic violence.





Bad to the Bone

Are you sure you wanna play with the bad boys? After all, this is not your typical racing game. If you keep your eyes on the road for too long, you'll be eating pavement. You start as an indie, without any support from the Thrashers or Rumblers, but if you win enough races and earn enough cash, they'll recruit you in no time.

Thrash

Thrash Mode gives you the chance to run a few practice rounds and test-drive different bikes before entering real races. But, to practice on different levels, you'll have to unlock tracks by winning in The Big Game.







Multiplayer

Beating up on the computer gets old after a while. Luckily, Road Rash offers plenty of multiplayer options. Players can battle in special arena tracks, fight to the finish, play a game of biker tag or hunt for pedestrians.





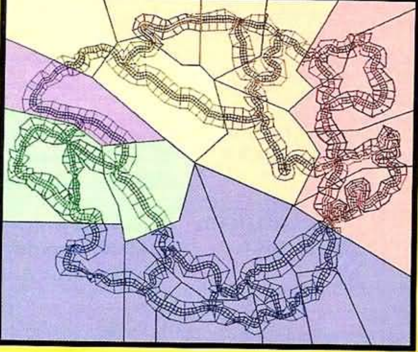
The Big Game

Road Rash offers 300 square kilometers of farmland, beaches, mountains and cities. Use the cash you earn from each victory to buy a new bike or join one of the rival clubs. Win every race to roll in the dough—and the glory.











The Big Picture

As in every race, you have to know the terrain. Cities are filled with busy streets and sharp corners, so take it more slowly when entering a metropolitan area. Once you're away from the bright lights and into the open pastures, go full throttle and enjoy the wide roads.





Consider selecting an appropriate riding machine for each track. Sport bikes with easy handling will be more responsive in the hectic city streets, while fast cruisers will accelerate down open roads.



Ride in Style

Be sure to choose a ride that fits your style of driving. Cruiser bikes have quick acceleration but require more finesse on sharp turns. Sport bikes aren't quite as fast, but they hug corners and handle sharp twists beautifully. Unfortunately, they're also much more fragile and can't take much abuse. Keep in mind that if you join a biker club, you'll be forced to ride the gang's vehicle of choice.



STARTER BIKES

Bike	Cost	Stats
RATTLER 600	$1,500	ACCELERATION / HANDLING / DURABILITY
RAZORBACK 650	$1,600	ACCELERATION / HANDLING / DURABILITY
DUMOTO 500	$1,550	ACCELERATION / HANDLING / DURABILITY
FIRECRACKER 400	$1,700	ACCELERATION / HANDLING / DURABILITY

LEVEL 1 BIKES

Bike	Cost	Stats
RATTLER 800	$3,000	ACCELERATION / HANDLING / DURABILITY
RAZORBACK 750	$3,500	ACCELERATION / HANDLING / DURABILITY
DUMOTO 600	$3,600	ACCELERATION / HANDLING / DURABILITY
FIRECRACKER 650	$3,100	ACCELERATION / HANDLING / DURABILITY



LEVEL 2 BIKES

Bike	Cost	Stats
RATTLER 950	$6,150	ACCELERATION / HANDLING / DURABILITY
RAZORBACK 900	$7,250	ACCELERATION / HANDLING / DURABILITY
DUMOTO 750	$7,350	ACCELERATION / HANDLING / DURABILITY
FIRECRACKER 700	$6,250	ACCELERATION / HANDLING / DURABILITY

LEVEL 3 BIKES

Bike	Cost	Stats
RATTLER 1100	$12,200	ACCELERATION / HANDLING / DURABILITY
RAZORBACK 1200	$13,700	ACCELERATION / HANDLING / DURABILITY
DUMOTO 959	$13,700	ACCELERATION / HANDLING / DURABILITY
FIRECRACKER 900	$12,700	ACCELERATION / HANDLING / DURABILITY





LEVEL 4 BIKES

Bike	Cost	Stats
RATTLER 1500	$22,000	ACCELERATION / HANDLING / DURABILITY
RAZORBACK 1600	$24,000	ACCELERATION / HANDLING / DURABILITY
DUMOTO 1100	$25,000	ACCELERATION / HANDLING / DURABILITY
FIRECRACKER 1300	$23,000	ACCELERATION / HANDLING / DURABILITY





BOSS HOGS

Bike	Cost	Stats
EXECUTIONER	$60,000	ACCELERATION / HANDLING / DURABILITY
HAMMERHEAD	$60,000	ACCELERATION / HANDLING / DURABILITY







By the time you reach the final level, you'll be able to afford one of these super cycles. But the tracks within the level are filled with so many twists and turns, the expensive bikes are too fast for their own good.

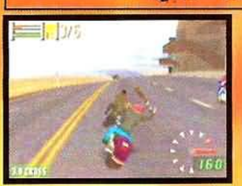
Test Spin





Once you've saved up enough cash, be sure to store it on a Controller Pak. Then you can buy a new bike and give it a test-drive. If you don't like it, just restart the game and purchase another one.

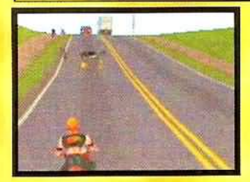
Fight or Flight?





Sometimes it's better to use your brains than your brawn. When your health meter is low, avoid brawling with other riders until you regenerate some stamina. You can act tough, just don't be stupid.

Hang Time





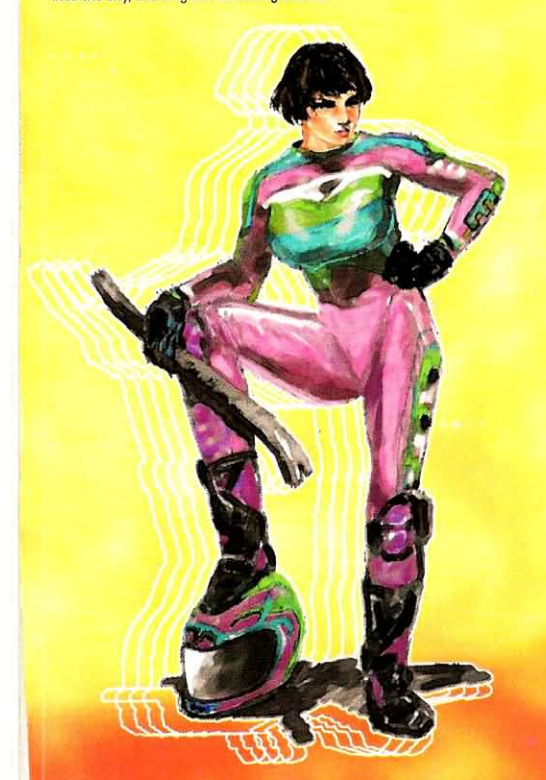
Try to gain momentum when traveling through the rolling hills. If you have enough speed, pop a wheelie before approaching a steep incline and soar into the sky, avoiding the oncoming traffic.

Quick Fix





The second meter shows how much damage your bike has taken. Collecting power-ups will help fix problems, but once the meter is empty, your bike is too far gone and you'll have to pay for repairs.



Rules of the Road





Believe it or not, there are some rules that all bikers obey. For example, while off-road exploring can be a good way to find power-ups, if you take an extra-long shortcut, you'll be disqualified.

Sleight of Hand





Getting whacked with a tire iron isn't much fun, especially if you don't have a weapon of your own. Drive close to an opponent and perform a well-timed fist attack to swipe a tool with your bare hand.

Center of Attention




When you find yourself sandwiched between two vehicles, take the open, center turn lane to avoid becoming road kill. But be prepared to find your opponents clustered in the middle as well.

Get Your Kicks




One of the best ways to win a close race is to stun-and-kick an opponent who's riding close to you. For added kicks, you'll enjoy watching an enemy get pushed in front of an oncoming vehicle.

Stockpile




Driving off-road can sometimes lead to helpful shortcuts, but even if you never find your way back to the streets, you can stockpile hidden weapons and use them against your foes in the next race.

Watch Your Back




Your bike can be your most lethal weapon. Ram into a biker's back tire from the opposite direction that the biker is turning. But stay alert, because others will be trying to do the same to you!

Pack Attack




When the Thrashers or Rumblers travel together and attack as a group, you don't want to find yourself in the middle of the fray. Keep away from the swarm, and join a club so you can get some backup.

Powerful Punch




Power-ups will put some extra juice in your swing. When you collect one, you'll knock more energy out of every opponent you strike-inflicting up to four times as much harm on every attack!



RULES JUST SLOW YOU DOWN.

NFL BLITZ 2000

NO REFS. NO RULES. NO MERCY.

LAST YEAR'S STATS:

The #1 Selling Football Game for Nintendo 64 and Game Boy® Color

Best N64 Sports Game
—Nintendo Power

Best Sports Game of the Year
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Sports Game of the Year
—VideoGameSpot



New 4 player mode for bruising your friends



"On-Fire" Mode gives super power performance to your hot, star players

THE SUPERBOWL CHAMPION OF FOOTBALL GAMES

NFL Blitz™ 2000 brings you all of the things you love about football and none of the things that slow it down. This ground-breaking sequel features awesome weather effects, new secret heads, and scores of new game play features. With more easy-to-run plays and all new animations for taunts, end zone dances, and tackles you're headed for the ultimate in football action!

PC images shown.







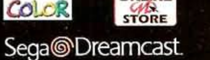


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COUNSELORS' corner

COMMAND & CONQUER 64



WHAT ARE THE BEST TACTICS FOR COMMANDO MISSIONS?

Commandos are most effective when they're hidden, so avoid enemy units as much as possible. If you do run into troops, try to lure them to a remote area before engaging—that way, you won't alert other units to your presence. If you have to enter a base, be sure to look for secondary entrances, since one may be less heavily guarded than the other. If you use precision in all of your movements, you'll carry out surgical strikes.



Move your cursor over trees and watch carefully. If your cursor turns into four flashing red arrows, there are enemies hidden in the brush.



During demolitions, run as far away as you can before the structure falls so you're out of firing range of the enemies that'll pour out.

? HOW DO I IMPROVE MY COMBAT SKILLS? ?

That's easy: Wipe out the enemies before they wipe you out. Seriously, though, you just have to follow some common sense rules. For one, always destroy or capture the enemy's construction yard as early as possible, so your nemeses can't rebuild their base. If you can, use engineers to take over enemy structures, because then you'll be able to build enemy units for your own purposes. Destroy Power Plants to clog your opponent's unit and structure production and always use mixed teams (like Minigunners and Grenadiers) to provide a balance of offense and defense.

Send one strong unit in to draw fire, then attack the defenders with your other units. You'll get a medal of honor for this, soldier!



Be smart about the terrain. Launch attacks from hillsides, especially against units that can't fire uphill.



If you're operating heavy units, use the Force Move to run over enemy infantry—it's much quicker than shooting them.

▶ MARIO GOLF



IF I DUFF A SHOT, CAN I REPLAY THE HOLE?

Do you need a mulligan or two? If you really shank the ball (and are playing with forgiving, rule-bending golfers), select Save and Quit before you finish the hole, then start the game over. You'll tee off on the hole you were just playing. Keep in mind that you must do this before you finish the hole, otherwise when you save the game it will force you to begin on the succeeding hole.



Don't be ashamed when you overdrive the green by 80 yards—act like it never happened!



This trick won't work during Speed Golf rounds, since you can't save in progress.

? IS THERE AN EASY WAY TO HIT THE RINGS IN RING SHOT? ?

Hitting those confounded rings consistently is about as easy as making birdies. Which is to say, not easy in the slightest. You need to learn each ring the same way you'd learn individual holes, because there are certain tricks to hitting the bull's-eye on each one. You generally want to put your target area directly on the other side of the ring, but your approach will vary from hole to hole. Sometimes you need to drop it down from a high wedge shot, while other times you should blast through it with a drive. In some cases, the easiest way is to bounce the ball through by driving in front of it. As with all golf techniques, practice is the only thing that will make you better. Remember not to sacrifice the hole just to hit the ring, because you have to make par to earn the Star.



Start out by putting your target right behind the ring, then move it around until you score.



If you earn 30 Stars, you'll get to play with the long-driving Donkey Kong.

? WHY SHOULD I ALTER MY POINT OF CONTACT? ?

This technique is extremely hard to master, but if you do you'll find a whole new level to your golf game. When you hold down the Z Button before you swing, you can use the Control Stick to move the red dot (point of contact) on your ball. Once you have it where you want it, swing normally while still holding the point of contact in place. Just remember to aim accordingly—if you are playing an intentional slice to wrap around a tree, aim to the left.



Hit a little bit to the right of dead-center on the ball to use a draw. The ball will hook down the fairway, adding yardage to your drive.



If you need to keep it low to get under a tree branch, top the ball with a low iron to send a punch shot skipping up the course.



When there's an obstacle right in front of you, use a sand wedge or high iron to scoop under the ball for extra loft.

▶ QUAKE II



HOW DO I DEFEAT THE GUARDIAN TANK IN MISSION 18?

Once you touch the red switch to raise the mirrors at the end of the stage, the Guardian Tank will roll out to confront you. This unpleasant robot would love to try out its new shoulder gun on you, so keep strafing to avoid its fire. Open up on it with your BFG 10K to cause it to flash, then introduce the rolling nightmare to your Railgun. If you stay mobile, you'll be fine.



A couple of BFG 10K shots to its mug will make the Guardian Tank flash vulnerably.



Hit it at least ten times with your Railgun after it flashes to finish it off.

? HOW DO I CROSS THE BRIDGE IN ORBITAL DEFENSE? ?

The broken bridge presents too wide a gap to jump under ordinary conditions, so you must alter the physical laws governing the area. From the start of the Orbital Defense level, take either path and exit the room. Go through the next small room and take a right at the intersection. Follow that corridor down the stairs and enter a large room with a huge red chunk o' technology in the center of it. It is the Gravity Generator, which generates...er, gravity. Cross the room and head up the stairs to a computer room. In there you'll see a green switch—touch it to turn the Gravity Generator off. Now you'll be as light as a bird—an angry, massive weapon-toting bird, that is. Head back to the broken bridge where you can jump across the gulf with ease.



Follow the path up the stairs at the back of this room to alter that pesky law of gravity.



With the Gravity Generator down, you can fly through the air with the greatest of ease.

? WHERE ARE THE SECRETS IN THE INTELLIGENCE CENTER? ?

There are three Secrets scattered around the Intelligence Center, and it's worth your while to track them all down. As soon as you enter the second room, shoot the flashing red switch on the ceiling to make an alcove containing the Flak Jacket open across from the door. In the hallway beyond the green laser barriers, shoot the X above the crates to retrieve the Ammo Pack. Finally, shoot the sparking crack in the room with the Data Disk to find the Health Kits.



Shoot the flashing switch on the ceiling to open a way to the Flak Jacket.



X marks the spot! Blast this marker to reveal a secret passage to the Ammo Pack.



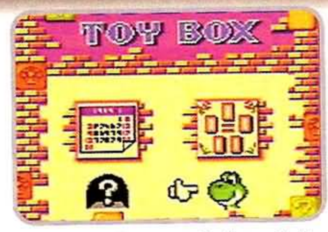
If you blast the cracked wall behind the box you'll find Health Kits and Grenades.

▶ SUPER MARIO BROS. DX

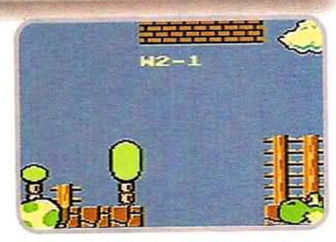


WHERE ARE ALL THE YOSHI EGGS IN CHALLENGE MODE?

Since there are so many, we can't possibly list them all. Luckily, there's help available in your game. Once you've found one egg, a Yoshi icon will appear in the Toy Box. Enter it to go into the hint screen, then press A. A random stage will be selected, along with a picture of the area where the Yoshi egg is found. Memorize where it is, go to that stage, and hunt until you find it.



Once you stumble onto one Yoshi egg, a Yoshi icon will appear in the Toy Box.



The hint may be for an egg you've already found—keep pressing A for more hints.



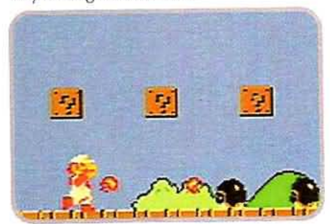
WHAT DOES THE STAR NEXT TO THE STAGE NAMES MEAN?



Veterans of the original Super Mario Bros. game for the NES will remember that once you defeated Bowser in World 8 and saved the Princess, a second quest became playable. The topography of the stages remained the same, but more enemies filled the areas, and all of the easily stompable Goombas became armored Buzzy Beetles. The Original 1985 game on Super Mario Bros. DX is exactly the same. Once you've played through the game, the Stars will appear next to the level names. You can play levels in their original state if you want to, but you can also head into the second quest for a taste of the slightly more challenging Mushroom Kingdom. Luckily for Game Boy players experiencing the game for the first time, you can skip around to whatever level you want—old-school Mario players had to play all the way through on the NES.



After beating Bowser enjoy yourself as you hop around to whichever level you like, now playable in its regular or powered-up modes.



The challenge is bigger this time, as unexpected enemies pop up and Buzzy Beetles annoy you at every turn.

▶▶ Q&A FAST FACTS ▶▶

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

SHADOWGATE 64

Q: Does every item in the game have a use?

A: Nope. Many of the items are not necessary to finish the game. It's up to you to figure out what's vital.

Q: How do I open the Dragon Door in the Disciples' Tower?

A: You can't open it until you're close to the end of the game. The lock requires the Ring of the Kingdom.

YOSHI'S STORY

Q: A frame of fruit appeared around my screen! How do I turn it off?

A: Press the L Button to toggle the Fruit Frame on and off.

Q: When I eat a Heart Fruit, a letter made out of coins appears. What do the letters spell?

A: The letters spell out the message: "You are Yoshi's great partner."

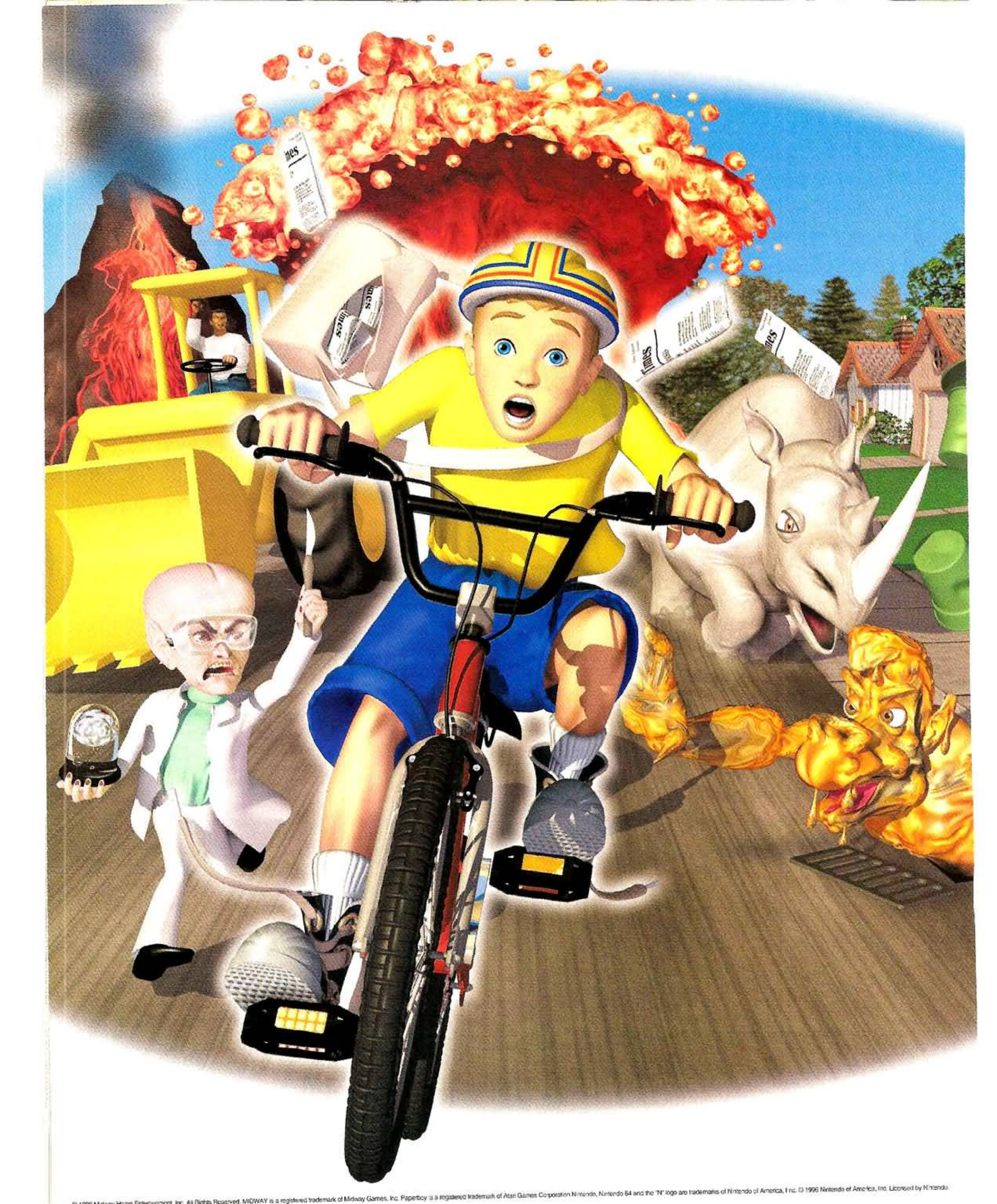
CONKER'S POCKET TALES

Q: What are the ranks?

A: Ranks are measures of how many Presents, Secret Presents and Invites you've collected. The highest rank is Birthday Bonanza.

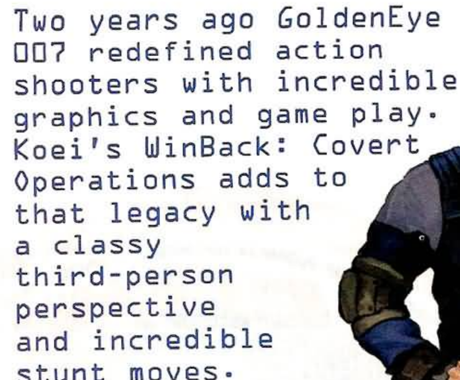
Q: How do I get past dead trees?

A: You need to have the Saw in your Inventory.









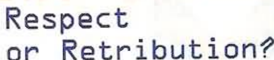
Two years ago GoldenEye 007 redefined action shooters with incredible graphics and game play. Koei's WinBack: Covert Operations adds to that legacy with a classy third-person perspective and incredible stunt moves.





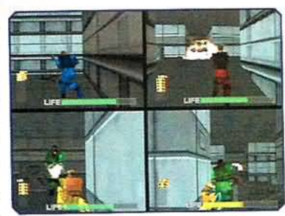
WinBack
Covert Operations





Respect or Retribution?

When terrorists from Saroczia seize control of a military "killer" satellite, the special operations team known as S.C.A.T. is deployed to clean up the mess and win back the safety of the world. Unfortunately, the team's drop behind enemy lines turns ugly. Player character Jean-Luc finds himself all alone in the midst of an armed camp of Saroczian rebels, separated from his team members and with little hope of successfully carrying out his orders. In four distinct areas and over 30 stages, players guide Jean-Luc through firefights, mazes, traps and ambushes that would test the likes of James Bond.



The four-player modes of WinBack may be the biggest draw, particularly for GoldenEye fans who want a taste of something just a little different.



NP: HOW IT RATES

Because of its animated violence and somewhat strong language, WinBack earned a Teen rating from the ESRB. No blood is shown, but players shoot human characters and the hit animations are fairly realistic.

ONE AT A TIME

STORY

The one-player Story Mode takes you through the mission and includes lots of cinematic cut-scenes before, during and after the 31 action stages.



TUTORIAL

With a S.C.A.T. instructor, players learn the special moves of a covert ops agent, including rolls, spinouts, and fast targeting techniques.



VERSUS MODES

LAST ONE STANDING

Everyone is looking out for number one in the first multiplayer mode. Combatants must pick up extra ammo and stay out of trouble in nine arenas.



QUICK DRAW

The first player to shoot the seven cubes in the correct order wins the game. Ten characters are available at first, and you can unlock more.



TAG

He who controls the White Cube will score points. Defeat opponents and evade their fire to add to your score. Whoever reaches seven points first wins the match.



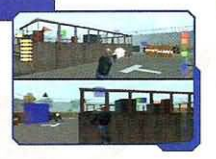
TEAM BATTLE

This is the team version of the Last One Standing Mode. Defeat all the opposing team members to win the match.



CUBE HUNT

There are seven cubes of seven colors. You must collect all of them to win, and if you get hit, you'll lose one of the cubes and have to find it again.



POINT MATCH

Individual players or teams compete, inflicting damage on their opponents for points. You can set the winning point total from 10,000 to 50,000 points in six arenas.



STAYING ALIVE

RELOAD REFLEX

During pauses in the battle, take time to reload your weapon. Even if you're down just a few shots, reload so you'll be prepared for anything.

CANDID CAMERAS



Use the camera controls to look around corners and spy on enemies. Also look all around to see if there are any items nearby.

HAVE A BLAST



Use the C-4 explosive to blow up walls and some other structures. You can open passages and defeat unsuspecting enemies.

BOOM BOXES



Some boxes and crates in WinBack are filled with explosive materials. If you pump a few rounds into them, they'll blow up.

ROLL TO SAFETY



Use Jean-Luc's roll move while crossing open areas where you're likely to draw fire. Enemy soldiers aren't skilled enough to hit a rolling target.

TRACE THE PATH



Follow the tracer rounds to see where enemy snipers are hiding. Your laser sighting device will allow you to zero in on their positions.

OUTER GROUND

STAGE-01

ITEM	AMT
AMMUNITION	
MP5 MAGAZINE	7
SPA5 SHELL BOX	6
C-4 EXPLOSIVES	1
HEALTH	
MEDICAL KIT	5
SPECIAL ITEMS	
SILENCER PISTOL	1
MAGAZINE POUCH	1

The ill-fated mission begins in the outer grounds of the rebel stronghold—a place of warehouses and an army of guards. Here, you'll learn most of the moves you'll need to survive.

01 STEALTH AGENT

Guards respond only to loud noises and things that cross their field of vision. Stealth is your only real advantage. Use stealth moves like the crouch run to sneak up on unsuspecting guards and take them out.

02 ROAST THE HOST



Return the warm welcome of the guards with a fiery greeting of your own. When enemies are hiding behind explosive boxes, shoot the boxes and watch them blow up along with the surprised guards.

03 HIDDEN HAUL



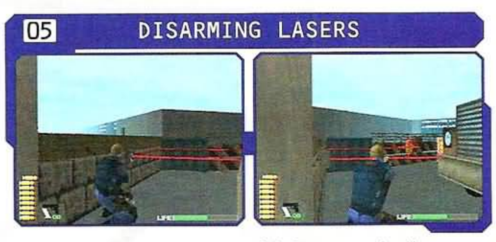
Peek into every nook, cranny and open trailer. You'll often find valuable items, medical kits and ammunition, and you'll need all of the gear that you can find.

04 PACKING HEAT



Explore every building and outer area. Valuable items like the Ammunition Pouch (backpack) are often lying unclaimed in out-of-the-way areas like this guard room. The backpack lets you carry more ammo.

05 DISARMING LASERS



Laser beams crisscross many areas of the factory complex. You can see the thin, red beams, but the only way to dismantle them is to shoot the power box. Trace the wires to the box, then blast it.

06 BLUE BY YOU



The blue sensor beams work like laser beams, except if you cross one it won't damage you. Instead, it will activate an alarm that warns guards. Deactivate these beams at power boxes just like you did the lasers.

07 DUCK AND COVER



Always use cover in WinBack. That's the number one rule. When you have a low wall or crate, duck behind it. Pop up, squeeze off a few shots, then duck back. Don't expose yourself for more than a few seconds.

OUTER GROUND

STAGE-02

ITEM	AMT
AMMUNITION	
MP5 MAGAZINE	1
SPAS SHELL BOX	4
C-4 EXPLOSIVES	1
HEALTH	
MEDICAL KIT	7
SPECIAL ITEMS	
SILENCER PISTOL	1
MAGAZINE POUCH	1

In the second stage, you'll have to explore a large warehouse, climb onto the roof, and deal with snipers and conveyor belts.

GROUND LEVEL

THE ROOF



01 SILENT PARTNER





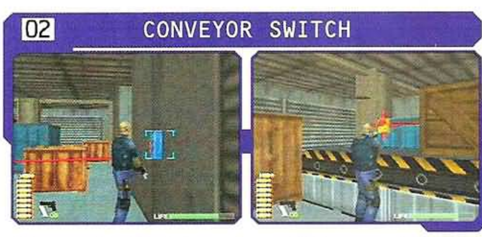
Look for the Silencer Pistol in the second stage. Once you have this stealthy weapon, you'll be able to fire at enemies and they won't be alerted to the sound of your shots.

04 CHECKPOINT



You'll reach a checkpoint at key points in most stages. If your character loses a life beyond the checkpoint and you continue the game, you'll begin at the checkpoint.

02 CONVEYOR SWITCH



Things get a bit trickier in the warehouse with the conveyor belts. After dispatching the guards, activate the conveyor belts then look for the laser power box to appear when the crates move.

05 KEYS TO THE GAME



Door keys appear in various places throughout the game, giving you access to previously locked areas. Look for a key in this office, then return to the locked door outside.

03 NOT SO FAST



When you enter this alley, two laser beams block the exit and several guards will suddenly appear. If you shoot the guards here, you won't have to face them later after descending from the roof.

06 PACK IT UP



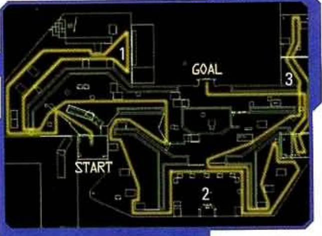
When you gain access to the trailer that's backed up to the building, you'll find another Ammunition Pouch so you can carry more magazine clips and shotgun shells.

OUTER GROUND

STAGE-03

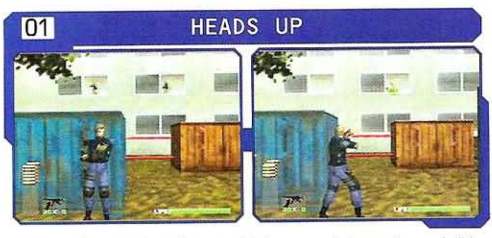


ITEM	AMT
AMMUNITION	
MP5 MAGAZINE	2
SPA5 SHELL BOX	2
C-4 EXPLOSIVES	0
HEALTH	
MEDICAL KIT	6
SPECIAL ITEM	
ROCKET LAUNCHER	1



From the meeting with Matt to the confrontation with Lila, the third stage is packed with surprises. Two of the most unwelcome surprises are the machine gun nest and snipers. Be careful out there!

01 HEADS UP



Snipers appear on the rooftops and in the upper windows of some buildings. The snipers will be at a distance, presenting small targets, so you should riddle them with lead using your submachine gun.

02 MACHINE GUN NEXT



The enemy has set up a barricaded machine gun nest in the parking lot. If you run and roll just in front of it, you should get through—otherwise, take the long route around the perimeter.

03 SHOCK TREATMENT

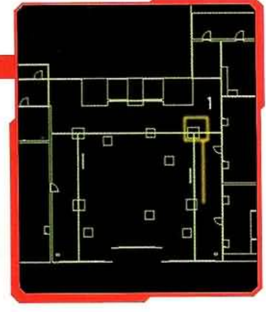


Electric current flows through some of the outer gates. Look for the warning paint on the fence posts, then identify the power source in the yellow box and blast it. Once the juice is cut, you can open the gate door.

MAIN OFFICE

STAGE-04

ITEM	AMT
AMMUNITION	
MP5 MAGAZINE	0
SPA5 SHELL BOX	0
C-4 EXPLOSIVES	0
HEALTH	
MEDICAL KIT	2



With the strength of a lumberjack and the laugh of a hyena, Lila is not one to make friends easily. She introduces herself to Jean-Luc with a frenzy of fire when he enters the main office.

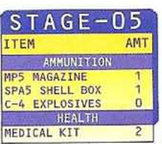
01 OUT OF SIGHT



Target Lila's helper first. When he's gone, try to keep a pillar between Lila and Jean-Luc. When she starts running around like a maniac, step out from cover and hit her with several shots.

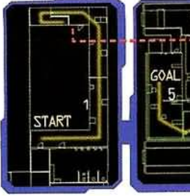


MAIN OFFICE



STAGE-05

ITEM	AMT
AMMUNITION	
MP5 MAGAZINE	1
SPA5 SHELL BOX	1
C-4 EXPLOSIVES	0
HEALTH	
MEDICAL KIT	2



The main office holds the elevators to the secret, underground base. Here you'll be reunited with more members of the S.C.A.T. team as you explore the warren of rooms. Watch out for patrols that sneak up from behind!

01 NOWHERE TO HIDE




Destroy crates and barrels whenever possible. At the very least, you'll get rid of potential hiding places for enemies, but you might actually destroy enemies when the crates and barrels blow up.

02 PULSING LASER




In the sewer room, you'll find a pulsing laser that is activated for several seconds, followed by a pause of several seconds. Quickly move beyond the laser when it's off and shoot the power box beyond.

03 BRIDGES & SWITCHES




Activate the buttons on the wall to create bridges. The first button releases a crate that fills in a gap in the waterway. The second button activates a bridge that slides across the channel.

04 GREAT CRATES




Some of the light-colored crates contain useful items. Take the time to blow up the boxes with extra shots, but don't stand too close when you do it. As the mission heats up, you'll need the extra ammo.

05 TWO-SHOT RULE

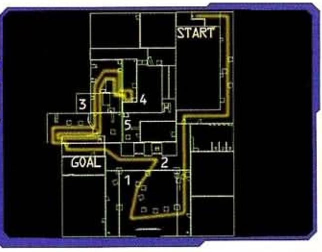



You can almost always pop off two shots when you roll out of hiding, before you roll back. Occasionally, your targeting cursor won't lock on to an enemy, and you may have to roll back to avoid getting a hit.





ITEM	AMT
AMMUNITION	
MP5 MAGAZINE	2
SPA5 SHELL BOX	3
C-4 EXPLOSIVES	1
HEALTH	
MEDICAL KIT	5



After you meet up with Jake and Tom, Tom will decide to look for the locked door's combination code up on the third floor. Expect lots of heavy fire as you follow Tom's trail in and out of the office building.

01 TWO WAYS TO LIVE




Back in Lila's room, begin by defeating the guards. Next up is the machine gun. The surest way to stay alive is to use a C-4 near the nest, but you may survive by crouching and rolling on the far side of the room.

02 MORE FUN WITH C-4




The C-4 explosives can be used in many ingenious ways. In the tip above you saw how a little C-4 can silence a machine gun nest. But you can also plant a C-4 behind walls to blow up difficult enemies.



03 LOW ROLL




In the room beyond the courtyard, you'll encounter a laser beam that moves vertically. At its highest point, there's enough room for a highly skilled ops agent to crouch and roll beneath the dangerous beam.

04 EYE SPY

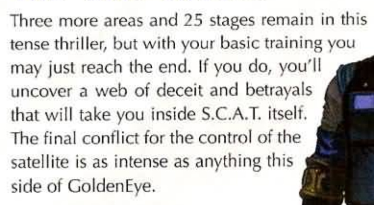
As a general rule of engagement, always target the enemies in the highest locations first. They have a better view of you and pose the biggest threat. Don't forget to take cover to avoid being hit by the lower foes.

05 LASER LEADS




Many laser beams have their power boxes in remote locations. You'll have to track them down and destroy the boxes in order to move on. Follow the power leads that connect the laser to the box.

THE WAR INSIDE



Three more areas and 25 stages remain in this tense thriller, but with your basic training you may just reach the end. If you do, you'll uncover a web of deceit and betrayals that will take you inside S.C.A.T. itself. The final conflict for the control of the satellite is as intense as anything this side of GoldenEye.

EARTHWORM JIM™ 3D

Glad to hear you're Unwell

FIGHTING TO SAVE THE ~~WORLD~~, THE ~~UNIVERSE~~, HIS OWN MIND!












Hot Wheels TURBO RACING®

The toys have come out to play, and their secret hiding spots are exposed as we uncover what makes Hot Wheels Turbo Racing the heat of the streets.





Die-Cast Metal Thunder

Licensed to drive out a new racing game starring vehicles even more popular than VW's New Beetles, Electronic Arts follows up its previous high-speed hit, Beetle Adventure Racing, by rolling out the orange plastic racetrack for a two-player, stunt-based racer gridlocked with Mattel's Hot Wheels toy cars. More than 40 of them appear in Hot Wheels Turbo Racing, including some of the most popular and collectible 1:64 scale vehicles from Hot Wheels' 31-year history.





Modes of Play

Just like a Hot Wheels playset, Turbo Racing sports jumps, loop-the-loops and other daredevil setups. Stunts are required to earn speed boosts and reach secret cars, so regardless of the mode you're playing in, you'll have to earn some style points. And to keep you driving in style, EA has scored Hot Wheels with tunes from suitably hot bands like Primus and The Reverend Horton Heat.

EXHIBITION RACING



The main mode of play is the Hot Wheels Cup, detailed on pages 74 and 75. Only by racing through the circuit can you unlock the hidden tracks, and any track you've opened will be available in Exhibition, the game's single-race mode.

MULTIPLAYER RACING



Two players can race head-to-head in Hot Wheels Turbo Racing. Multiplayer game play isn't available for the cup circuits, but you can pair and square off in Exhibition, Practice and Airtime Challenge races.



AIRTIME CHALLENGE

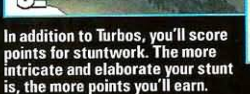
Hot Wheels Turbo Racings Airtime Challenge rewards derring-do over speed. Players earn points for every stunt they perform, and the winner is whoever scores the most points, not whoever finishes the most laps.

TRACKS




All tracks feature ramps and drop-offs where your car will catch air. Whenever all four wheels are off the ground, you'll be able to perform a stunt by jiggling the Control Stick. Depending on the difficulty level of your trick, you'll earn speed boosts, or Turbos, which can help you catch even more air.

TRICKS


In addition to Turbos, you'll score points for stuntwork. The more intricate and elaborate your stunt is, the more points you'll earn.

Hot Wheels Wisdom

Hot Wheels Turbo Racing is for aggressive daredevils, and the only way to win a race is by performing high-flying stunts and hogging the road. With a little Hot Wheels wisdom in your tank, you can master both techniques to rule the roadways.

TRICK LINKING



Chain together different stunts, like end-over-end flips and tabletop spins, into a combo trick to rake in more points and up to a maximum of 10 Turbos.

TURBO TECHNIQUES



Hit Z to fire up a spurt of your Turbo speed boost to help you clear gaps in the track. You can also use a Turbo to perform a quick about-face by hitting Z while driving in reverse.

SUSPICIOUS WALL PANELS



Cruise for breakaway panels or disguised doorways. Many conceal shortcuts or paths leading to secret cars that you can add to your collection.

FOUR BEST POWER-UPS






The game features eight power-ups, and among the best are the Rubber Car (defensive power), Car of Steel (offensive power), Super Handling (driving ability) and Gyro (stunt ability).

RIDE AND COLLIDE



Crash into rivals to bungle their stunt landings. To guarantee you'll wreck their rides, ram them while using the Car of Steel power-up.

FLIPS, SPINS AND ROLLS




To flip hood over trunk, push Up or Down on the Control Stick. To spin horizontally, move the Control Stick sideways. By pressing and holding R while attempting a spin, you'll do a barrel roll.



Hot Wheels Cup

The Hot Wheels Cup is the first available circuit, and by placing first overall in its six-course series, you'll unlock everything listed in the box at the bottom of page 75. You can also unlock the secret cars pictured with each course, and regardless of whether you find them while competing in Practice Mode or the Hot Wheels Cup, they're yours to keep once you've nabbed them.

DAWN ENCOUNTER

Racing in Practice Mode is the easiest way to score the mystery cars, especially since it may take a few time-consuming tries to rocket into the desert course's secret areas.

LAKESTER




To find the hidden Lakester car, barrel through the Super Brakes power-up near the ramp flanked by water towers. With the power-up, you'll be able to slow your ascent up the ramp so you can rocket into the lower half of the waterfall, just below the cliff. Inside the passage behind the falls, you'll find the hidden car.

SILHOUETTE II




After the falls, take the blue road at the fork by the checkpoint to launch over the UFO and into a mine shaft. Off-road vehicles will handle better on the shaft's terrain, but vehicle choice is moot if you're seeking out hidden cars in Practice Mode. Focus instead on winning the secret car, which you'll find by backing up as soon as you plunge off the shaft's drop-off.

COMMAND CENTER

The icy Command Center track provides plenty of airtime opportunities, so take advantage of the stunt-friendly setup by entering the course with a car that's big on tricks.

SOL-AIRE CX4




When the road forks into two steep, orange ramps, break through the yellow-and-black barrier between them to race up the icy slope sandwiched between the jumps. As you launch from it, fly into the Super Brakes power-up so you can land on the first mesa in your path. Once you touch down, fire up a Turbo to hop to the next mesa where Sol-Aire CX4 awaits.

THUNDER ROLLER




A green uphill slope leads you under dangling crates transported by a conveyor system. Turn right at the second conveyor line at the top of the hill and ram the sidewall vent beneath the area where the boxes are carried away. Behind the breakaway panel is a narrow, red corridor, and beyond it you'll find the Thunder Roller car parked in a wide-open area.

ROAD TO RUSTWELL

Be quick with the Stick to steer clear of the rolling rocks and other hazards on the Road to Rustwell, an abandoned town where the careless could end up rusting in peace—or pieces.

STAGEFRIGHT




The Stagefright, a spooky stagecoach fused onto a dragster chassis, lurks on the other side of the lake of oil. As you board the ramp to clear the lake, approach the incline from the left shoulder and make a diagonal beeline to right edge of the jump so you'll launch into the barricaded opening to the right of the main landing strip.

ROCK BUSTER




In the picture on the left, the Rock Buster dune buggy idles its engine in the dilapidated shack that's directly in front of the car. To reach it, enter Old Rustwell, hang a left around the ramp that has the "Rusty Air" sign in front of it, then crash through the dark brown section of the shack and barge into the secret area housing your new car.

COLD FUSION

The Cold Fusion run is better suited for bobsleds, but only a die-cast metal Hot Wheels car could safely break through the snowballs that conceal shortcuts.

SLIDEOUT




Race around the Ion Drive loop-the-loop, then veer to the right to crash through the boxes neighboring the cave mouth. The tunnel detour you enter will lead you into the frozen yeti's cave. Once you enter it, swerve left to crash through the small crates encircling the Slideout.

JET THREAT




A pair of snowballs chills just in front of the checkerboard starting line. Charge through them to break into a detour. Three lights illuminate your newly uncovered tunnel route, and between the second and third ones, you can break through the left wall to find the secret Jet Threat car.

HELICRASH

Unique in that it's the only Hot Wheels Cup course that contains one hidden car instead of two, Helicrash is also the only one to include a U-turn as part of its route.

SUPER VAN




Once you clear the checkpoint near the top of the ultrasteep ramp, let gravity roll you backward downhill as the course double-backs in the opposite direction. But before you start heading back down, activate your Turbo to barrel through the red wall at the top of the slope.

TUNNEL SHORTCUT



After the turnaround, you'll jump into a cliffside opening. If you launch toward the right, you'll reach the shortcut tunnel beside it.

POWER-UP AND BACK



By grabbing the Rubber Car power-up in the green roundabout section, you can deflect cars as you circle back into oncoming traffic.

SNAKE RIVER MINE

One of the more stomach-turning courses, the Snake River Mine sends your car through gravity-defying loops and banks, so fire up a Hot Wheels car with superior handling.

FORMULA 5000



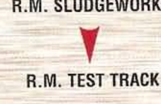

Undertake your pursuit of the Formula 5000 racer in a small car, since a boat will have difficulty navigating the required 90-degree turn. Your prize sits between the forking paths on the railroad frequented by an oscillating mine cart, so quickly swerve onto the tracks when the coast is clear.

DRAGSTER




At the ramp at the end of the red-and-yellow loop-the-loop, steer to the right to land on the ridge. The track leads to a warehouse, and as soon as you drop through the building's tin roof, shift into reverse to back into the secret car that you'll have just jumped over.

HOT WHEELS CUP VICTORY WINNINGS

VEHICLES OPENED			TRACKS OPENED	CUPS OPENED
BI-SECTOR 	GO KART 	ROAD ROCKET 	R.M. SLUDGEWORKS ▼ R.M. TEST TRACK 	SECRET CAR CUP

Secret Car Cup

By placing first overall in the Hot Wheels Cup, you'll unlock the two new tracks in the Secret Car Cup, a circuit that rewards the winner with two new cars and a new cup challenge, as well as three cars hidden somewhere on its tracks.

R.M. SLUDGEWORKS

The secret Rigor Motor car is described as a "night terror," and its local haunt, the Rigor Motors Sludgeworks course, is suitably frightening with ghostly junkyards and torture devices aimed at shredding Hot Wheels into scrap metal.

POWER ROCKET

The Rigor Motors building houses a loop, but before you roll onto it, crash through the wall panel to the right of the Turbo Boost power-up.

RIGOR MOTOR



Once you crash into the wrecking yard, immediately turn right to ram the second wall panel that hides a secret corridor and the Rigor Motor.

R.M. TEST TRACK

Rigor Motors' cars are built to last, and the R.M. Track will run your car through the wringer. Choose a car with a good rating in the durability department since only the strong will survive the course's split loop and slalom run.

HOT WHEELS 500





When you slink through the snake slalom, hang a right into the bright red panel just past the first slalom pillar. Inside lurks the Hot Wheels 500 car. At the other end of the hall, you'll reenter the slalom course, so prepare to dodge a column once you exit the detour.

SECRET CUP VICTORY WINNINGS

VEHICLES OPENED		CUPS OPENED
TWINMILL 	TWINMILL II 	TWINMILL CHALLENGE

TwinMill Challenge

By winning the Secret Car Cup, you'll unlock two of the most popular Hot Wheels cars ever to be cast—the 1969 TwinMill and its 1993 counterpart, the TwinMill II. If you place first in their challenge, you'll unlock the Tow Jam truck, as well as any leftover secret cars you haven't yet collected (such as the Dragster, Jet Threat and Rigor Motor shown in the box to the right).

TURBO JUMP



To clear the jump and win the race, you'll have to use your Turbo power to propel your car over the gap, so get stunt-happy and keep your Turbo Meter fully loaded with speed boosts.

CLOSE TO THE BLADE



Winning the TwinMill race unlocks every car in the game. To guarantee you'll fly across the finish first, hang a right before the bladed pendulum and crash through the panel concealing a shortcut.

TWINMILL CHALLENGE VICTORY WINNINGS





Picture-Taker or Master Photographer?

The Pokécenter front office has been besieged as of late by a number of letters about Pokémon Snap. The gist of many of them was simple—they had become masters of Pokémon photography in record time. In the interest of full disclosure, we forwarded these on to Professor Oak, who was a little shocked. Okay, actually he was very shocked. He asked us to print his response to the photographic world, so here it is:

Greetings, fellow photographers!

Apparently there's been a little bit of a misunderstanding. I'm sitting here, reading these letters about how you completed my report at high speeds, and I can't believe it! Did I give the impression that I merely wanted you to snap a few photos and then take off? Photography, you see, is a fine art, and just because you can point a camera at a Pokémon doesn't make you Ansel Adams. This craft requires skill! Dexterity! An artistic eye! It was my hope that photographers would keep going back to Pokémon Island, seeing what masterpieces they could create and what hilarious mistakes they might make, and then print them out for a laugh. I didn't mean it to be a journey with a beginning and an end. Just to give you an idea of what level of excellence can be achieved, I've decided to show you some of the highest scores I ever handed out. Go ahead, try to match them!

Professor Oak



Look at those Poliwag go! Not only did this photographer get a nice close up, but he also got two others in the frame.



Have any of you managed to get this close to a Magikarp? The thing must have landed in the ZERO-ONE!

Arcanine	5,170 pts.	Growlithe	4,710 pts.	Psyduck	4,400 pts.
Bulbasaur	5,380 pts.	Haunter	4,000 pts.	Sandshrew	4,990 pts.
Chansey	4,400 pts.	Jynx	4,400 pts.	Scyther	4,260 pts.
Charmander	5,730 pts.	Kangaskhan	4,100 pts.	Slowbro	4,600 pts.
Cloyster	4,580 pts.	Lapras	3,430 pts.	Snorlax	4,040 pts.
Ditto	4,940 pts.	Magmar	6,710 pts.	Starmie	4,380 pts.
Dragonite	4,400 pts.	Magneton	4,000 pts.	Victreebel	4,600 pts.
Dugtrio	4,780 pts.	Meowth	4,400 pts.	Vileplume	4,620 pts.
Electabuzz	5,280 pts.	Moltres	4,700 pts.	Vulpix	5,020 pts.
Geodude	4,000 pts.	Pidgey	5,100 pts.	Zapdos	4,700 pts.
Graveler	4,900 pts.	Poliwag	5,130 pts.	Zubat	4,330 pts.

Pokéchat

Hey there! Are you as excited as we are about the release of The Pokémon Movie this month? While you wait in line, check out what's running through the pulse of the Pokémon world.

Q: Can I trade Pokémon between the American and Japanese versions of the Game Boy game?
A: *No, that wouldn't be a good idea. The games are incompatible, and if any information did get transferred, it would likely crash the games or at the very least disrupt the game play.*

Q: What's the purpose of the Dash Engine the Professor gives you in Pokémon Snap? I wish I could go more slowly, not faster!
A: *Sometimes if you zip ahead in a stage, you can get a different angle on some events occuring in the level and possibly see some you never witnessed before. You'll produce cooler pictures as you experiment with acceleration. Also, you can cruise directly to specific shots. Instead of taking the scenic tour through the whole Valley to take a picture of the Graveler Group Dance, just step on the gas and ride the rapids!*

Q: Isn't the Pokémon cartoon on more often this fall?
A: *It certainly is. Since September 4th, Pokémon has aired six days a week on the WB. There are a total of 11 shows each week! Of course, the new ones will be on Saturdays, but you can catch up on the episodes you missed on the weekday reruns.*

Q: In the Pokémon Lab on Cinnabar Island, I traded my Raichu for another trainer's Electrode. Then when I went back and talked to him again, he said that my Raichu went and evolved. But Raichu doesn't evolve! What in the world is he talking about?
A: *We wondered about that ourselves. There are two possibilities. One is that the guy is an ignoramus who knows about as much about Pokémon as a Slowpoke knows about advanced mathematics. The other is that he's lying to impress us.*

Q: If you skip the S.S. Anne by trading for a Pokémon who already knows Cut then go back to Vermilion City when you have the Surf ability, you can find a little island near the cruiser. There's a truck parked on it that doesn't seem to serve a purpose. What is it?
A: *If you believe what half of the Internet says, Mew is somehow buried under there. We've heard a lot of rumors about moving the truck with Strength and finding the elusive 151st Pokémon, but none of them are true. The fact is, there's nothing under the truck. Since an average player would never have Surf when the S.S. Anne is still docked, it's likely that the island was never meant to be reached and that it is just a leftover from the programmers. Consider it your private getaway spot!*

Q: When I play Super Smash Brothers, some Pokémon come out of their Poké Balls and don't seem to do anything. What's the point of Goldeen and Mew?
A: *As far as we can tell, Goldeen is simply there to distract your opponents as it flops around. Either that or it's meant to frighten them over the edge with its eardrum-piercing cries of "Goldeen! Goldeen!" Mew simply floats away—perhaps your opponent will admire the rare Pokémon's flight and give you an opening to gain the upper hand. Another unpredictable Pokémon is Clefairy, which can use Mimic to imitate the behavior of any of the other Pokémon in the game.*

Q: I bought some Pokémon trading cards that turned out to be fake. Is there any way to make sure that what I'm buying is the real deal?
A: *Check out our handy guide to counterfeit Pokémon merchandise on the last page of the Pokécenter. There are a lot of fake Pokémon goods out there, so be sure to shop carefully!*



#142 Aerodactyl
Parker Fitzgerald
Monument, CO

#27 Sandshrew
Ryan Maurer
Milwaukee, WI

Pokémon
Bryan Winters
Fayetteville, NC

#34 Nidoking
Cathy Green
Glen Allen, VA

Ask the Professor

Boy, with all the questions pouring into the office, it's a wonder I can get any research done. These Pokémon won't study themselves, you know! I suppose there's no sense grousing—when you're the Pokémon guru, you're bound to be in high demand.

I've earned 130,000 points in Pokémon Snap, so why haven't I received the Poké Flute?

You don't think I'd give that Poké Flute to just anybody, do you? Not only is it necessary to earn 130,000 points, but you also need to find a way into my Secret Cove at the end of the Valley level. When you ride the whitewater down past the whirlpool, watch for a gang of Squirtle on the right bank. If you look high up on the hill above them, you'll see an angry Mankey hopping up and down. As you approach, two of the Squirtle will duck into their shells and hightail it up the hill, nearly colliding with the out-of-sorts Fighting-type. You can peg the third Squirtle with a Pester Ball and send it flying into the Mankey, which will tumble down the other side. Float around the corner to see it on the beach—if you nail it with another Pester Ball, it'll fall back on a switch and open the way to my cove!



Line up the Squirtle perfectly before throwing your Pester Ball or else it'll miss the Mankey at the peak.



Sure, it looks close enough to bite, but if you give it a Pester Ball to the mug, it'll fall on the switch.

When you find the cove, I'll equip your ZERO-ONE with a Dash Engine to help you zip through levels and catch some unexpected shots. If you've also accumulated 130,000 points, I'll see fit to hand over the Poké Flute. This marvelous instrument affects many Pokémon in strange ways, so try it out around every creature you see. Some will dance, some will become mesmerized and others will have more spectacular reactions. The three different songs may produce different reactions—gotta try 'em all!



Once you dock inside my cove, I'll hook up the Dash Engine, which lets you get around in style.

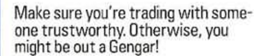


Snap masters who have 130,000 points will also receive the Poké Flute. Look at Snorlax shake that booty!

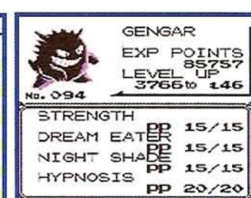
Why won't my Haunter evolve into Gengar?

You can raise these spectral Pokémon all the way to level 100 and never see them evolve if you don't link up with a pal. You know that old adage: "If you love something, set it free?" Well, if you want your Haunter to become a Gengar, you must trade it to another Game Pak. It will evolve the moment it arrives on the other trader's Game Boy, at which point you'll be able to trade back for it. There are other Pokémon like this as well. Graveler, Kadabra and Machoke won't evolve unless you swap them.





Make sure you're trading with someone trustworthy. Otherwise, you might be out a Gengar!



Gengar can learn many Normal- and Fighting-type TMs that Haunter can't, as well as the HM Strength.

How do I use Tilt effectively in Pokémon Pinball?

If you were playing an actual pinball machine, I'd advise kicking it as hard as you could and not getting caught by the guy who owns the arcade! Since we're talking Game Boy, though, the first thing you should do is set the Tilt buttons to something natural. If you're using A and Left for your flippers, for instance, use Up, Down and B to tilt. You need to be able to tilt right, left or forward at a moment's notice, and if you can't switch smoothly between your flippers and your tilts, you'll be up a creek. Once you have a good setup, be smart. If you're balanced on the alley, tilt the other way to make it fall back into play. Most importantly, master the forward tilt when your ball is about to go down the drain.



Hit tilt while you're rattling among the Voltorb to make the Pokémon appear in an instant.



As you're about to lose a ball in the gutter, open your flippers and tilt forward to jar it back from the brink.

Colosseum

In honor of the Pokémon Yellow release, we're featuring the Pokémon classic team this month. Finally we see Bulbasaur, Charmander and Squirtle teamed up!

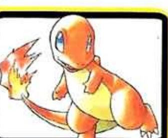
One of the new features of Pokémon Yellow is the option to play Colosseum 2 when you link up with another Yellow Pak. This battle mode sets up three different Cups, each of which has its own rules and regulations. The beauty of this concept is that you can make up your own invitational tournaments, too. Set level limits, weight limits and rule limits for certain moves or certain characters—whatever you want!

Bulbasaur

Just to throw our opponent off, we didn't let any of the Pokémon on this team evolve. This high-level Bulbasaur goes first all the time because it can poison enemies early on with Poison Powder. An early Leech Seed is good, too, because it will keep providing the team with stolen health even after Bulbasaur heads back into its Poké Ball. Mega Drain and Solar Beam round out its fearsome Grass-type arsenal.

- Poison Powder
- Leech Seed
- Mega Drain
- Solar Beam

Charmander



To deal with any Grass-, Bug- or Ice-types that cross our path, we've got a deceptively small Charmander waiting in the wings. Armed with Fire Spin and Fire Blast to provide a hot reception, we've also equipped it with Dig so it'll have a fighting chance if we have to confront a Water-type. For unexpected adversaries, Charmander also has Dragon Rage, which is effective against almost any enemy.

- Fire Spin
- Fire Blast
- Dig
- Dragon Rage

Squirtle

Squirtle looks cute, but we've loaded it with enough fire-power (waterpower?) to turn enemies into soggy messes. Hydro Pump and Bubblebeam drench any Fire- and Ground-types, while Ice Beam gives it hope against Grass- and Flying-types. To keep our opponent off-guard, we've also taught Squirtle the TM Toxic, so it can terrorize Bug-types and poison any Pokémon that tries to gain the upper hand.

- Hydro Pump
- Bubblebeam
- Ice Beam
- Toxic

Pikachu

Of course, our Yellow team wouldn't be complete without Pikachu, who follows you throughout the game. Since we have the inside connections, our Electric-type is a special Surfing Pikachu, which you can read about on page 114. As a result, it has powerful Electric-type attacks like Thunderbolt and Thunder Wave but also uses Surf and Water Gun. All those Ground- and Rock-types are in for a surprise!

- Thunderbolt
- Thunder Wave
- Surf
- Watergun

Tauros

For intimidation, you just can't beat Tauros. It took us forever to track down this bullish Pokémon in the Safari Zone, but it was worth it. Stomp and Rage serve it well in battle, and its strong physical strength helps it repel many Attacks. We've also hooked it up with Horn Drill (it would be a shame to let those horns go to waste) and Substitute, which lets it clone a whole herd for battle.

- Stomp
- Rage
- Horn Drill
- Substitute

Snorlax





Snorlax rounds out our team, and it's particularly cool because it can use so many different types of Attacks. We've put Rock Slide at its disposal, not to mention Psywave for dealing with those pesky Fighting- and Poison-types. Body Slam takes full advantage of Snorlax's massive physique—it's often such a strong attack that the opponent becomes paralyzed. Of course, it already knew Rest.

- Rock Slide
- Bywave
- Body Slam
- Rest

Gallery

#148 Dragonair
Giovanni Monteleone
Burnsville, MN

Poison-types
Alex Ellen
Andover, NJ

Thundershock!
Jeannette Hall
Apopka, FL

#67 Machoke
Jordan Wolf
Dixhills, NY

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Send questions, comments, and art to:
Nintendo Power
P.O. Box 97082
Redmond, WA 98073

Hot off the Press

And now this late-breaking news. The White House has been taken over...by Pokémon! Read on for Team Nintendo's latest adventure in our nation's capital, as well as some important information for Pokémon shoppers.

Pikachu in 2000!

Over the summer, Team Nintendo was piloting their Pikachu Beetle through Washington D.C. when they pulled over to consult their map. A car pulled up behind them containing some Pokémon fans whose father just happened to work at the White House. The kids were so excited by the impromptu Pokémon visit that the father decided to invite the Team to the White House for a private tour! As you can see, Pikachu got to come along as well. Pictures here are of Pikachu sizing up the Presidential Seal, answering the secure phone, and addressing gathered members of the press on issues of important national Pokémon security. Imagine how a foreign dignitary would feel if the secure line was answered with a polite "Pika?" The gang saw many memorable sights on their tour but were left wondering if perhaps there was a Presidential Game Boy stashed somewhere within the hallowed walls...







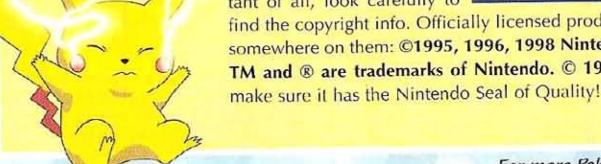
Don't Be Fooled!

Not all is well in the world of Pokémon. Unfortunately, when a craze gets big enough, people with the ethics of Team Rocket decide to try to take advantage of it. For all of the cool products that are out on the market, there are also lots of counterfeits that are produced and sold without proper permission. We here at the Pokécenter want to make sure that you don't fall victim to one of these shady products. All you have to do is follow a couple of simple rules. First, take a good look at what you're buying. If it doesn't look at all like the characters in the game and on the television show, chances are it's a fake. If you have any doubts, be sure to ask the retailer about it. If it can't guarantee you that it's an authentic product, then make like a Pidgey and fly out of there. Most important of all, look carefully to find the copyright info. Officially licensed products will have the following printed somewhere on them: **©1995, 1996, 1998 Nintendo, CREATURES, GAME FREAK. TM and ® are trademarks of Nintendo. © 1999 Nintendo.** Last but not least, make sure it has the Nintendo Seal of Quality!





Check out this load of confiscated Pokémon goods! As you can see from the counterfeit Pikachu on the left, fakes just don't measure up.





For more Pokémon news, be sure to check out www.pokemon.com!



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RAYMAN 2™
THE GREAT ESCAPE

For a guy who lacks arms and legs, Rayman sure can present a full-bodied adventure. The star of a million-selling PC game, Ubi Soft's limbless luminary escapes to the N64 in a debut that deserves to return him to platinum status.



UNARMED AND DANGEROUS



He may be new to Nintendo, but Rayman already has a four-million selling PC game under his belt. That is, he would if he had a waist to buckle one around. Rayman is Ubi Soft's fantastical mascot who, instead of sporting a neck, two arms and two legs, has a torso that's magically connected to his floating head, hands and feet. Dipping his disembodied toes in one-player Rayman 2: The Great Escape, Rayman skis, rides missiles, scrambles off toppling bridges, and escapes other impending hazards put in the game to keep the action rollicking at a frantic clip. Set in hand-illustrated worlds resembling the lushest of Disneyscapes, Rayman flirts so well with cartoon elements that Ubi Soft has produced *Rayman, The TV Series*, set to air next year. By then, Rayman 2, with its proven formula of fast-paced action and spirited hijinks, no doubt will have gamers up in arms, awaiting anxiously for its premiere.



LIGHTING THE WAY

A band of robotic pirates has plundered Rayman's world, imprisoning its strange and curious inhabitants and disrupting the balance of the planet by shattering its Primordial Energy Core into a thousand pieces. On his journey to reclaim the fragments and free the captives, Rayman must also seek out several other collectibles to help him through his 13-world journey.

Yellow Lum




A Yellow Lum is one of a thousand points of light that, when reunited, will restore the Primordial Core to its original, energy-giving state.

Green Lum



The Green Lum serves as a checkpoint. Whenever Rayman runs out of energy and expires, he'll reappear at the last one he collected.

Red Lum



The shattering of the core has weakened the planet's inhabitants, and Rayman, with his limited energy, must find the occasional Red Lum to revitalize.

Pirate Cage



Locked up in every cage is one of the pirates' prisoners, and it's up to Rayman to break open each cell and free the captive or collect the Lum inside.

Murfy



Your guide throughout the game, informative Murfy will occasionally surface to point you in the right direction or dispense hints and clues.

Hall of Doors

The entrance to every world is housed in the Hall of Doors, and with the right number of Yellow Lums, you can foot the toll required to enter an area.

THE WOODS OF LIGHT



Imprisoned by Razorbeard and his band of robo pirates, Rayman must break free, but without his magical powers, he doesn't have a leg to stand on (both figuratively and literally). When Globox lands in the brig, too, all hope seems lost, but his goofball pal comes bearing a Silver Lum that will restore the light-blasting punch in Rayman's magic, jailbreaking fist.

1 Magic Stone



Rayman escapes into the game's staging area, where he meets Murfy, the guide he can summon for clues by stepping onto one of the square Magic Stones dotting the landscape.

2 Behind Bars



Be on the lookout for cages like the one inside the tunnel. By pitching a couple of fists at it, you can break it open and free the captive or reach the Lum inside.

3 Find All Lums



The Woods of Light has a total of five Yellow Lums and two cages, which may contain Lums. Gather up every Yellow Lum in an area, since you'll need them to access new worlds.

4 Scaling the Wall



To climb the wall, stand between the two cliffs, then jump up. Before you begin your return trip down, tap A to splay yourself out and stop your fall, then repeat the process.

5 Meet the Teensies




On top of the wall, destroy the cage to free the Teensies, tiny royalty that oversees the Hall of Doors. The magical corridor they preside over leads to the game's other worlds, and for five Yellow Lums, they'll unlock the first door leading to the Fairy's Glade.

FAIRY GLADE 50 7

Only Ly the fairy can restore Rayman's powers, and the Teensies inform him that pirates have spirited her away. Following their lead to the Fairy Glade in search of his spritely friend, Rayman combs the woods to check off 50 Yellow Lums and seven cages from his laundry list and to knock off a few mechanized swabbies who've made his hit list.



1 Hanging Around



Rayman can cling to sinewy, curlicue surface patterns like the vines on the underside of the land bridge. Bounce off the purple toadstool to reach the vines, then use them like monkey bars to swing your way to the opposite shore.

2 Switch Hitting



When you reach the shore, hop from lily pad to lily pad, then leap across the platforms to reach the rigging that leads to a switch. By shooting it, you'll activate it and unlock the door beside Globox's children.

3 Taking a Dip



Follow the land bridge by the switch to reach a Lum and a cage, then plunge into the water below. Tap Z to dive into the tunnel, then flush out a Lum from the submerged cage.

4 Swashbuckling



When you confront the first pirate, press and hold Z to keep him targeted, then pelt him with your magic fist blasts. To avoid his shots, attack while walking sideways and jumping.

5 X Marks the Spot





Inside the entry guarded by the attacking pirate is a hatch that dispenses powder kegs. Toss one barrel at the nearby sleeping pirate, then lug another one back outside.

You can blast your way into areas marked with Xs, like the outside door across from the powder keg room. If you throw a barrel at it, you'll blow down the door barricading a caged Lum.

6 Sabotage

7 Purple Lum



As you trudge to the end of the dock with a barrel to hurl at one of the Xs on the machine, projectiles will home in on you. Free your fists for shooting by tapping A to toss your keg upward, then hit B to fire.

By destroying the machine, you'll free Ly. Though weak, she'll muster up enough energy to enable you to use a Purple Lum that functions as a grappling target. Shoot one to latch on, then hit A to let go.

8 Riding the Wind



Spin into the Super Chopper flight maneuver to ride the wind plumes to a galleon at the top of the area. Grapple onto the Purple Lum to swing aboard, then blast the cage to release the Teensie and exit the level.



THE MARSHES OF AWAKENING



The Marshes branch into two regions. If you leap to the left from the first lily pad to follow the tree root into the Land of Bad Dreams, you'll need 120 Yellow Lums to gain access. Since you won't need to visit that area until you reach step 4 of the Menhir Hills (see page 90), follow the lily pad path to the right.



1 Lily Launch Pads



Stay out of the piranha-infested waters, since one dip in the pool will turn Rayman into fish food. Keep your feet dry and free from nibbles by bouncing from lily pad to lily pad. Some are farther than a simple leap away, so tap A while in midair to float to them.

2 On the Ropes



From the final lily pad, jump to the rope rigging. You'll automatically grab onto it when you come into contact with it, so don't worry about falling into the water. Once you've grabbed hold, shimmy to the left to reach dry land.

3 Dock Drop



Fly from the rigging to the board-walk, but prepare for the light-colored section of dock to give way under your weight. As soon as you touch down, quickly leap to one of the other, more stable sections of walkway.



4 A Slinky Escape



Follow the dock to the Green Lum, then blast open the cage floating in the water. When its prisoner, Ssssam the serpent, slithers out, he'll update you on missing Globox's whereabouts and offer to tow you there.



5 Waterskiing with Ssssam



If you shoot Ssssam to grab hold of his scarf, he'll begin slithering through the swamp towing you behind like a water-skier. Enemies will pop up in your path, and by pressing Z, you can speed past them.



Jump up to reach Lums floating in midair or to avoid hazards floating on water. Ski into cages to break them open, but you'll need to make a second trip to collect the Lums you've released into the water.

6 Washed Ashore



To end your ski trip, Ssssam will turn wide and swing you onto shore. On dry land, you'll part ways with your ski partner who has left you at the doorstep of a cage. Jump up to blast open a cell. Once the imprisoned Teensie is freed, you'll be able to warp back to the Hall of Doors.

7 Clark's Elixir



Once you've collected 120 Lums and have visited Clark three levels later in the Menhir Hills, revisit the Marshes and leap from the first lily pad into the tree to face the Guardian of Bad Dreams. Shoot the skulls he fires to stop them dead in their tracks, then jump aboard to lay the Guardian to rest.

THE BAYOU 50 7

Many prisoners are holed up aboard the *Buccaneer*, a flying galleon that sets sail in the Bayou. As soon as Rayman enters the area, the boat will ship out, and his fast-paced pursuit of the pirates will begin. To stay closer to their seafaring rears than wet pantaloons, give chase by riding mobile barrels and flipping switches to unfold bridges.



1 Cannonball Run



The water isn't fit for swimming, so cross the pond by hopping onto a barrel that will mobilize once you set foot on it. As you tail the *Buccaneer*, the ship will fire cannonballs at you, so blast them with your magic fist.

2 The Bridge



Shoot the switch atop the rope ladder to lower a bridge. Collect the Yellow Lums on the plank, then hover over to the bridge you've lowered. The dock is unstable, so land on it, then swiftly leap and hover across.



3 Rude Awakening



A sleeping pirate guards a caged Purple Lum. The narrow corridor provides little room to dodge his attacks, so fire rapidly and shuffle side to side as quickly as possible to bungle his aiming.

4 Spiral Trial



Hop along the tree's spiral walkway to avoid the barrels that roll out of the hatches carved into the tree. Cross gaps only when the coast is clear or a keg could push you over edge.



5 To the Left of the Foot of the Bridge



The bridge leading to the adjacent tree isn't quite long enough to get you across, and the switch that will help you traverse the wide gap is hidden from view. To find the activator, head to the left side of the ledge.



A Yellow Lum shines near the switch. Once you've collected the fragment of Primordial Core, trip the switch so you can walk to the end of the bridge and grapple onto a Purple Lum to swing across.

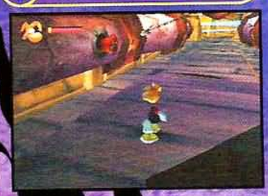


6 Gorilla Pirate



A pirate will charge you once you swing into the trunk. To defeat him, trick him into falling out of the tree by stationing yourself at the ledge and jumping out of the way before he runs you over.

7 Blade Runner



Hit the switch at the beginning of the gauntlet of swinging blades to temporarily disable the energy barrier at the exit, then race past the pointed pendulums before the electrified blockade reactivates.

8 Springboards



When you step onto the platforms emblazoned with a skull and crossbones, you'll launch high into the air. Use the springboard to boost yourself up to a caged Teensie, as well as to reach the elevated exit warp.




THE SANCTUARY OF WATER AND ICE 50 2

Contained within the Council Chamber of the Teensies, the Sanctuary of Water and Ice is the first of the area's lands and serves as the home to Polokus, the sleeping spirit of Rayman's world. Polokus can help restore the planet's energy, but Rayman first must wake him by delivering four special masks to him.



1 Sunken Treasure



After defeating the robot that greets you at the beginning of the level, enter the cave and dive into the tunnel. Press and hold Z to swim to the bottom of the U-shaped passage, then press and hold A to surface.

2 Cave Cage



At the other end of the underwater tunnel awaits a pirate cage. Pitch a fist at it to blast it open, then swim back through the passage and exit the cave by climbing the rigging on the wall.



3 Blast the Door



To make an explosive entrance into the X-marked door to either side of the glowing pyramids, chuck a barrel that you've grabbed from the powder keg chute located at the building to the right of the pyramids.



4 Magic Spheres





Behind each X-marked door is a Magic Sphere that you must deliver to the glowing pyramids to unlock the door they flank. Stand in front of a sphere to pick one up, then lug it back to the beach.

Toss each sphere onto the matching pyramid, so the orange sphere lands on the orange pyramid, and the blue sphere lands on the blue pyramid. When both are in place, the door behind the pyramids will open.



5 Ride the Slide



You can't stop once you start sliding down the slippery chute, so carefully navigate the slope to nab all the Yellow Lums strewn about the incline. To jump over gaps in the path, hit A.

6 Axel, Guardian of Water and Ice





Axel will attack with projectiles, but don't bother retaliating with blasts from your magic fist since the big lug can withstand your shots. Instead, target your shots at the Purple Lums floating overhead.

Grapple from Purple Lum to Purple Lum and swing out to the left or right to dodge Axel's shots. Once you've anchored yourself to the final Lum, blast the icicle that hangs over Axel's head to get the drop on him.

7 First Mask



Once you've put Axel on ice, grapple your way to the exit of the Sanctuary of Water and Ice, where you'll reach a pedestal that will magically summon the first mask you'll need to deliver to slumbering Polokus.



THE MENHIR HILLS 50 8

After Rayman delivers the first mask to Polokus, the sleeping spirit will somnambulistically stir up a warp so you can head for the Menhir Hills. You'll be able to finish only half the level before you'll be required to return to the Marshes of Awakening to complete step 7 on page 87, but once you do, you'll be able to forge ahead.

1 Shell Game



Lure the two-legged missile shell toward you, then outrun it. When it stops for a breather, mount it to ride it across terrain that's too dangerous for foot traffic.

2 Above the Tree



Jump onto the toadstool to launch to the treetop toadstool. Spring off that mushroom to reach the Purple Lum, then swing into the upper deck to claim a Lum and the cage across the way.

3 Asleep at the Switch



To enter the area leading to the napping robot, ride the shell into the door marked with an X, or hit it with a keg from the nearby chute.



Using a powder keg is also a quick way to destroy the snoozing pirate. Once you've permanently put him to sleep, flip the switch.

4 Meet Clark



Behind the door you've unlocked with the switch aches Clark, Rayman's brawny friend who's in dire need of Life Potion. To help him get back on his feet, return to the Marshes of Awakening and complete step 7 detailed on page 87.

WAKING POLOKUS

Clark may be rejuvenated, but Rayman still needs to give Polokus a boost, and only by collecting the masks will he be able to awaken the spirit of the planet. Rayman must explore over half a dozen more worlds to find the guises, and until then, the final legs of Rayman 2 (as well as his arms and neck) will remain unseen.

Whale Bay



In the deep-sea world of Whale Bay, Rayman soaks up more intense adventuring by pursuing a fleeing whale that serves as his source of air.

The Sanctuary of Lava and Fire



Raising the climate of action, the Sanctuary of Lava and Fire melds together hot-headed enemies and scorching obstacles to prevent Rayman from claiming another mask.

The Echoing Caves



In the Echoing Caves, Rayman grabs hold of a powder keg and lights its fuse to rocket over dangerous waters and to blaze through twisting passageways.



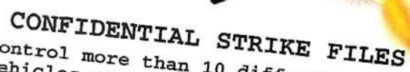
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"...detailed ground environments with almost photo-realistic textures."
-IGN.com

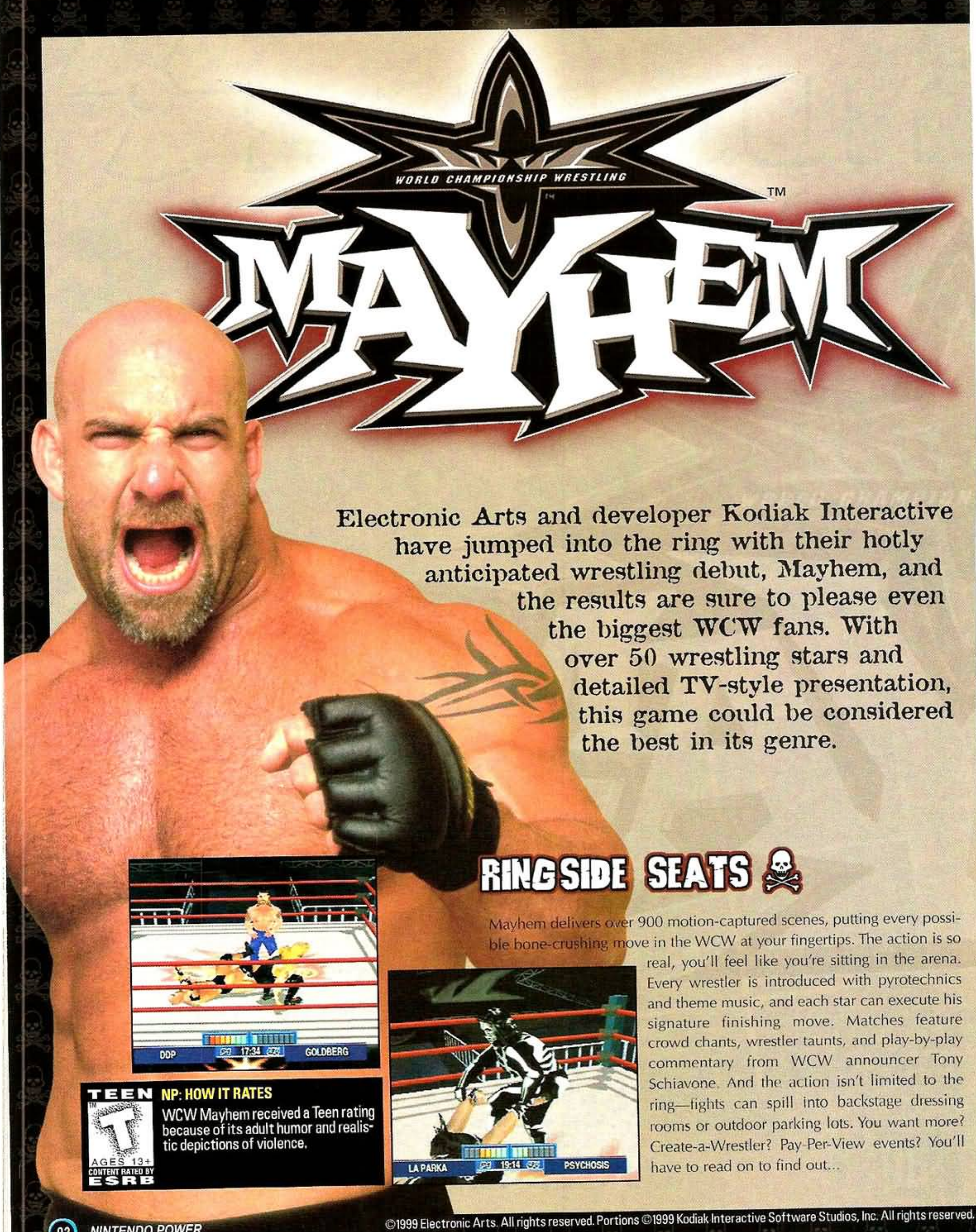


www.thq.com

EVERYONE E

Available this Winter





Electronic Arts and developer Kodiak Interactive have jumped into the ring with their hotly anticipated wrestling debut, Mayhem, and the results are sure to please even the biggest WCW fans. With over 50 wrestling stars and detailed TV-style presentation, this game could be considered the best in its genre.

RINGSIDE SEATS

Mayhem delivers over 900 motion-captured scenes, putting every possible bone-crushing move in the WCW at your fingertips. The action is so real, you'll feel like you're sitting in the arena. Every wrestler is introduced with pyrotechnics and theme music, and each star can execute his signature finishing move. Matches feature crowd chants, wrestler taunts, and play-by-play commentary from WCW announcer Tony Schiavone. And the action isn't limited to the ring—fights can spill into backstage dressing rooms or outdoor parking lots. You want more? Create-a-Wrestler? Pay-Per-View events? You'll have to read on to find out...

NP: HOW IT RATES

WCW Mayhem received a Teen rating because of its adult humor and realistic depictions of violence.

MADNESS AND MAYHEM

You're on the top rope, ready to land a nasty knee-drop on Hollywood Hogan as the crowd cheers you on, when suddenly, another member of the Wolfpac dashes into the ring and takes you down. Hey, this is Mayhem, so be prepared for anything.

Quick Start

To jump in and get your feet wet, select Quick Start for a single-player match. This is a good way to practice before making a run for the belt.

Your Man



Choose any unlocked WCW star or a newly created wrestler. The CPU will select a random opponent.

The Ropes



Learn the ropes, and we mean that literally. Push your foe into the turnbuckle and start smashing.

Finish Him!



When your Momentum Meter is full, it's time to end the match. Hit the L Button to go for the pin.

WCW WRESTLERS

Goldberg

Sting



Diamond Dallas Page

Randy Savage

Booker T

Bret Hart



Buff Bagwell



Konnan

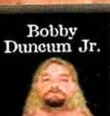


Ernest Miller



Curt Henning

Bobby Duncum Jr.



Kenny Kaos





Norman Smiley

Wrath



Horace

Scott Norton

Main Event

A little Battle Royal with your roommates? Or how about tag-teaming with your buddy? Main Event gives you several match types to choose from, including the Four Way Dance and the Triangle. You can also set the rules and select the venue.

The Stars Are Out





One of the game's best features is the one that lets you select the event for the match, such as Monday Nitro or Bash at the Beach. Once you're ready, you can alter the wrestlers' handicaps.

Musical Chairs



If you're getting pummeled in the ring, slide out and use a chair to inflict damage and take some revenge.

Backstage



Things can get seriously crazy in the WCW. If you find yourself backstage, grab a weapon and give your opponent a double dose of pain.

Sneak Attack



When things are going well, a third wrestler might run out of the locker room and into the ring. Where is the ref when you need him?

Finishing Touches



Your Momentum Meter will flash red when it's time to execute your finishing move. Grab your opponent by pressing the B Button and wiggle the Control Stick to perform the finisher. Then press L to pin. Don't forget to celebrate when it's over.

Quest for the Best

The ultimate goal for any professional wrestler is the Championship Belt, but reaching the top of the ranks requires massive amounts of heart, determination and desire. You'll start as the lowest ranked contender for the WCW Television title. Every victory will put you closer to the belt, and the more you win, the more hidden characters you'll unlock.

Up the Ranks



You'll have to prove your worth before you'll have your chance to win the belt. Hey, everybody's gotta start somewhere.

Sweet Victory



Congrats on winning a grueling match, but don't get cocky—you've got a long way to go before you can become the champ.

Television Title





After six hard-fought victories, the WCW Television championship is yours. How does that belt feel around your waist? Take some time to enjoy your new title, but don't relax for long, because the Heavyweight Championship belt awaits.

One More Time



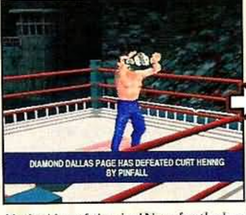
You may own the TV title, but your quest has only just begun. Now you're at the bottom of the heavy-weight ranks!

Unlock 'Em



After winning a belt, you'll unlock a new wrestler. Each time you defend your title, you'll get another superstar.

Heavyweight Champ





You're king of the ring! Now for the hard part: Defending your title will prove to be the most difficult challenge of all. A bunch of hungry wrestlers are dying to get their hands on your belt. You've become the prime target of the WCW.

WWW.EA.COM WWW.WCW.COM

Pay-Per-View Passwords

You can be in control of WCW Pay-Per-View events, and the best part is they're free! This unique feature allows you to re-create real-life Pay-Per-View events by entering special passwords, which appear on WCW broadcasts or on the Internet at www.wcw.com or www.ea.com. Entering a password will set up a card identical to the corresponding lineup for the upcoming PPV event.

Kidman vs. Juvi



You're bound to see a few Suicide Dives or Head Scissors Takedowns when these two acrobats hit the ring together.

Raven vs. Saturn



Bad blood between these old friends always makes for an intense, thrilling match. Who will win this time around?

Diamond Dallas vs. Goldberg



Will the young hero prevail again? Or will the Diamond Cutter be too much to handle? This matchup is a classic.

La Parka vs. Psychosis



One-time partners are now in opposite corners. The Laparkinator is deadly, but so is the Guillotine Legdrop.

Your Very Own Monster

Here's a chance to be Dr. Frankenstein. Create a beast and send him into the ring to compete against the best. You can customize everything from his appearance to his personality.

Name



You can name your wrestler and select a nickname, which will be announced every time he's introduced for a match.

Appearance



Bald or mohawk? Face paint or the natural look? You can also select a costume, skin type and hair color.

Personality



Remember, nice guys finish last. You can choose a faction (such as NWO), wrestling style, attitude and theme music.

Abilities



Load up on strength, quickness and mat ability. Don't use points on certain areas such as submission or dirtiness.

Flyin' High



With lots of aerial points, you'll be able to soar off the ropes and leap into the air, delivering devastating blows.

Power House



Wanna give a bone-crushing backbreaker? Loads of strength and impact points will turn you into a wrecking machine.

Down 'n' Dirty

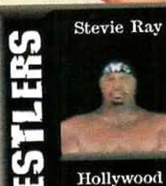


You may be strong and quick, but if you don't have any skills on the mat, you'll never win the match. Once you knock down your opponent, take advantage of him with a knee-drop or flying elbow. Then pin him and wait for the three count.

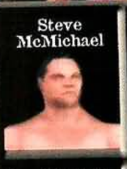


WCW WRESTLERS

Stevie Ray



Steve McMichael



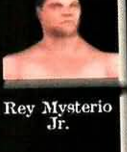
Alex Wright



Hollywood Hogan



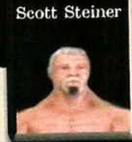
Rey Mysterio Jr.



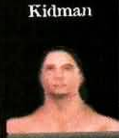
Kaz Hayashi



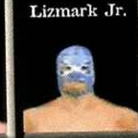
Scott Steiner



Kidman



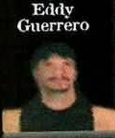
Lizmark Jr.



Kevin Nash



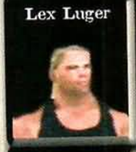
Eddy Guerrero



Prince Iaukea



Lex Luger



Juventud Guerrera



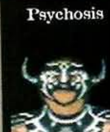
Raven



Disco Inferno



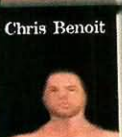
Psychosis



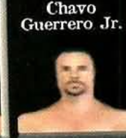
Saturn



Chris Benoit



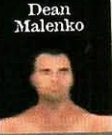
Chavo Guerrero Jr.



Kanyon



Dean Malenko



La Parka





MAYHEM MANEUVERS

We can hear you asking for more survival tips for the ring. Fear not—we're always prepared to offer some strategic advice. Remember to keep brawling, even if you're getting pounded. The only way to turn the tide is to fight back.

Luck of the Irish



An easy way to inflict some pain and polish off your opponent is to use the Irish Whip. First, grab him with the B Button.

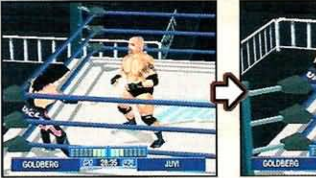


After you've successfully grappled with the enemy, press R while selecting a direction to fling him against the ropes.



As your opponent bounces off the ropes and runs back toward you, wait until he gets close enough, then press an attack button to slam him down. Go for the pin if your Momentum Meter is blinking—otherwise, drag him up and do it again.

Turnbuckle Torture



You can also use the Irish Whip to launch your enemy into the turnbuckle and pounce on him. Grapple with the B Button and hold the Control Pad toward the corner of the ring while pressing R. Your opponent will be temporarily stunned. Once your opponent is helpless in the corner, stand over him and use attack buttons to deliver the hurt.

Apron Grapple



Stand outside the ring. When your opponent inside the ring approaches, press B to introduce his forehead to the ropes.

SET THEM FREE

Not all of the WCW stars will be accessible when you start playing Mayhem. Some of the big boys are locked up, itching to get out and rumble in the ring. The only way to let them loose is by winning in the Quest for the Best Mode. There are a few surprises as well, such as Mean Gene Okerlund. What do you think his chances of beating Hogan are?

Sgt. Buddy Lee Parker



Sergeant Buddy Lee and his Flying Knee-drop are ready to hit the mat as soon as you climb the ranks and win the TV Title.

Sonny Onoo



The Japanese karate master and part-time manager will be at your disposal if you can win the Heavyweight Championship.

Barry Windham



One of the traditional old-timers, Barry Windham is anxious to prove he can still brawl with the best of 'em.

LOCKED WRESTLERS

- Arn Anderson
- Bam Bam Bigelow
- Barry Windham
- Bobby Blaze
- Bobby Eaton
- Chris Jericho
- Doug Dellinger
- Eric Bischoff
- Jimmy Hart
- Lash LeRoux
- Mean Gene Okerlund
- Ric Flair
- Rick Steiner
- Sgt. Buddy Lee Parker
- Scott Hall
- Sonny Onoo
- Sting (Wolfpac)

GO BIG!



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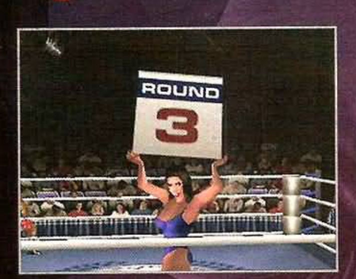
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KNOCKOUT KINGS 2000

EA SPORTS

We don't like to call anything involving vicious body blows and flying mouthpieces pretty, but the N64 boxing debut fits the bill.









You've had lots of chances to duke it out in a ring on your N64, but KO Kings is the first game that doesn't let you beat your opponent with a chair or fly off the top turnbuckle. EA did a terrific job using motion-capture to duplicate fighters' moves, and the result is a game that looks and feels like the real deal, except that you can't bribe the field judges!



ALI

What can you say about the Greatest? With 37 KOs, the former Cassius Clay revolutionized the sport in and out of the ring. A consummate showman, Ali was the first man to win the Heavyweight belt three times.



FRAZIER

"Smokin" Joe Frazier compiled 27 knockouts over his career, most of which were courtesy of the incredible left hook that people still remember hammering Ali in Madison Square Garden in 1971. His power is matchless.



HOLMES

One of Ali's sparring partners in the '70s, Larry Holmes eventually took the WBC title for his own and defended it 21 times. Though he's getting up there in years, Holmes' 79-inch reach still punishes opponents.



HOLYFIELD

Unfortunately, Holyfield is probably more famous for being Mike Tyson's chew toy than the Heavyweight champion he is. Powerful and fast, he's still dogged by his latest, much publicized debacle against Lennox Lewis.



LEWIS

Lennox Lewis won the WBC Heavyweight belt in 1993, the first British fighter to claim it this century. He dominated his recent fight with Evander Holyfield, only to have the judges rule it a draw.

QUICK START

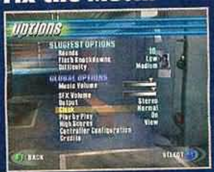
Come out and take your whooping! Quick Start is for those times when you just want to pummel somebody and don't care who it is.

Pick a Fight



When you choose Quick Start, the CPU will pick your fighter and your opponent, stick 'em in a ring together and ring the bell. At this point it would be advisable to begin punching the other boxer as rapidly and as hard as humanly possible.

Fix the Match



Before starting, you can go into the Options Menu and fiddle with the settings of the match. You can mess with the difficulty and the number of rounds or even make it so Lennox Lewis gets cheated out of beating Evander Holyfield. (Well, not really.)

CAREER MODE

For a fuller and more challenging game experience, create a boxer or pick one of the living legends and work your way up from lean to mean machine.

Pick a Pugilist



If you create a boxer you'll know all the signature punches, but when you pick one of the greats, you'd better take him for a test-box first. Knowing the four special combos your boxer can use is key if you hope to survive the grueling circuit.

Climb the Ranks



You'll start out as just an ordinary shmo at the bottom of the circuit, but as you win fights and gain points, you'll slowly ascend the ranks. The lowest-ranked guys tend to have glass jaws, but competition will get fierce in a hurry.

Gain Crazy Skills







Always train between matches, because you'll acquire experience points that you can use to increase your speed, power and stamina. Use combos on offense to land 30 punches in 30 seconds, and bob and weave on defense to protect your face and body.

Ring 'Em Up

CAREER TOTAL

De La Hoya

Signature Punches	4 x 10	40
Super Punches	2 x 20	40
Knockdowns	2 x 50	100
Knockouts	1 x 500	500
Extra Rounds	1 x 40	40
Win Bonus	1 x 1000	1000
Consecutive Wins	0 x 50	0
MATCH TOTAL		1720
CAREER TOTAL		1720

Your performance in the ring dictates how many points you gain, and your point total determines how many spots you move up in the rankings. The number of Signature Punches, Super Punches and knockdowns affects your points, so take the offensive!

That's My Belt!



Once you reach the primary challenger position, you'll get the chance to fight the current champ for the belt. Who the champ is depends on your boxer and how you progressed through the circuit. Remember, you'll have to defend your belt should you win!

TUA

"The Terminator" was born on a small island in Samoa, and he has fought hard to become the number one contender for the Heavyweight belt. With a good mix of strength, speed and endurance, he's a force.



SPINKS

Perhaps best known as the man who finally brought down Mike Tyson, Spinks was a heavyweight champion with great speed for a big man. He went out in a blaze of glory, retiring right after downing Iron Mike.



BUTTERBEAN

This rolling tank of a fighter is slow as molasses but strong as an ox. Though he seems to spend just as much time pro wrestling as he does boxing, Butterbean still claims he's a Heavyweight contender.



DE LA HOYA

The Lightweight champion of the world, de la Hoya has knocked out 17 of the 19 men he's faced and never lost a fight. "The Golden Boy" is truly golden, having won gold in the '92 Olympics, and is insanely fast.



LEONARD

Another well-known "Sugar," Ray Leonard is the only man to have won titles in five weight classes. He won 36 of the 40 matches he fought, knocked out 25 of his opponents, and owned the '80s boxing world.

MOVES

Your hands are registered weapons, but that doesn't mean diddly if you don't know how to use them. If you make your offense and defense flow into one you might just get fitted for a huge belt.

OFFENSE

Your opponent has only two gloves to defend himself with, so all it takes to find a way around them is variety. Once you master the entire repertoire of punches, you can bypass any defense.

Jab



One of the quickest punches, the jab is designed to work the face to obscure your opponent's vision by blacking his eye. The lunging jab is a huge asset to tall boxers, as their superior reach allows them to score hits while staying out of range.

Uppercut



Best used when alternated with body blows, the uppercut is a powerful punch that slips between your opponent's gloves and nails his chin. When fighting someone with a longer reach, weave to avoid his jabs, then step inside and go for the knockout button.

Body Blow



Boxers work the body not only to cause damage but also to tire opponents out by knocking the wind out of them. Use the body blow to make the other guy drop his defense for a second and take the opportunity to give him an uppercut or hook.

Hook



When you're in a defensive crouch, work the left side of your opponent's body. As he stumbles to catch his wind, press Up and A while still crouching to come over the top of his shoulder and score a direct hit on his cheek with an overhand hook.

Power Punch



If you press A or B while holding the R Button, you'll perform a Power Punch. This heavy swing takes a brief moment to recover from, and if you make contact you'll see a yellow glow appear. When you see an opening, unleash—it packs a whallop.

Super Punch



If you score enough consecutive hits to fill the glove meter, you'll have a limited time to let loose with a Super Punch. By pressing the R, A and B Buttons at the same time, you can throw a hook or uppercut that's a guaranteed KO if it hits home.

Combinations







Every boxer has four signature moves at his disposal. From combos to dirty tactics like elbow smashes and low blows, these attacks cause lots of damage if they connect but come with a price: You'll lose a little bit of health every time you use one.

HAGLER

"Marvelous" compiled an incredible 52 knockouts over the course of his career, winning 62 fights. He defended his world title 12 times before Sugar Ray Leonard came out of retirement and took it from him.



DURAN

A powerful boxer in the '70s and '80s, Roberto Duran had incredible stamina to complement brutally strong arms. He won titles in four weight classes over a span of 17 years, from Lightweight up to Middleweight.



WHITAKER

Like his Middleweight counterpart, Roberto Duran, Pernell Whitaker has great stamina. His power and mind-numbing speed contributed to his racking up four different weight class titles in the early '90s.



QUARTEY

The Bantamweight from Ghana punches much harder than his 5'8" frame should allow. A frenetic boxer, his combination of blistering hand speed, powerful arm strength and high pain threshold set him apart.



CARR

Oba Carr is a world-class Middleweight blessed with a very long (72") reach for someone who's only 5'9". He has fast hands but lacks a truly devastating punch. Even with low stamina, he holds his own.

DEFENSE

Even if you have a super-powerful boxer, you're still going to have a hard time winning fights if you can't fend off your opponent long enough to attack. You have to float like a butterfly...

Stay Fleet on Your Feet



Alternately close with your enemy to work his body and then pull back to land jabs and lunging power punches. This tactic works particularly well if your fighter has a long reach and you're fighting someone slow and powerful like Butterbean.

Bob and Weave



When you hold the Z Button to defend, you can press Up and Down to make your boxer lean to either side in a defensive crouch. If you keep weaving, your opponent's jabs will always sail harmlessly over your shoulder, and you'll be able to come back with hooks.

Protect Your Assets



Holding Z will also let you cover up your face or body. When the other fighter releases a Super Punch, be sure to block it or else he'll score a cheap knock-out. If you can counter effectively out of a block position, you'll destroy any challengers.

Stop Hitting Me!



If you're really taking a beating, press A and B together to shove your opponent away from you. He'll stumble back a couple of paces, giving you time to regroup and get back on the attack. Use this on scrappy fighters who like to get in close.

TECHNIQUES

Here's where we introduce the finer points of boxing, like long-drawn-out grapples and ear nibbling. On second thought, there have to be better tips than those.

Watch Your Percentage



Every time a round ends, check out what kind of percentage you're running. If you're throwing hundreds of punches but never connect and the match comes down to a decision, you'll lose. Make your punches count, and land more than the other guy.

Find an Opening



The key to connecting with strong punches is analyzing your opponent's movements. Learn his favorite moves, then find ways to avoid them and immediately counter. If he misses with a flurry, lunge in before he recovers and nail him with a Power Punch.

Variety Is the Spice of Boxing







You have to keep your opponent off his guard or he'll start blocking all of your attacks. Alternate sides from punch to punch, then all of a sudden throw three of the same punches. If he never knows what's coming, his defense will be a joke.

VARGAS

They don't call him "Ferocious" for nothing! Vargas, who is 17-0-0 and has KO'd everyone who's stepped into the ring with him, is gunning for Oscar de la Hoya. He has yet to win a world title, and he's due.



REID

A gold medalist in the 1996 Olympic games, David Reid is an extremely quick boxer with excellent stamina. Since he started making huge money early in his career, he still has to prove himself worthy of the hype.



MOSLEY

"Sugar" Shane Mosley, the IBF Lightweight champion, has fought all over the world during his extensive traveling. His 32-0-0 record is no joke, especially in light of the fact that 30 of the victories were KOs.



PRYOR

Aaron Pryor, who's called "the Hawk" because of his predatory instincts, lost only one of his 40 career matches, compiling 35 KOs. He was a strong boxer in all respects until eye injuries ended his career early.



ARGUELLO

This Flyweight from Managua, Nicaragua seems skinnier than he is because of his height and lanky arms. He KO'd an astounding 64 fighters while winning two Featherweight titles, taking 80 of 88 decisions.

CREATE A BOXER

Of course, as great as the greats are, nothing beats a homegrown hero. Turn on the Rocky theme and pretend you're Don King.

Who Is the Man?







Your guy needs a name that'll strike fear, strong skills and a load of talent. You have a limited amount of fuel to pump into his power, speed and stamina, so spend wisely! You can also pick the four signature moves he'll have at his disposal.

A Face Only a Mother Could Love







Once you've got his skills in order, give your man a look that'll have endorsers lining up to sign him up for millions. Everything from skin color to facial hair to height and weight are yours for the tinkering, so make him as freaky as you like.

SLUGFEST

You'll fight a single match in Slugfest, against either the CPU opponent of your choice or a buddy. Pick the who and the where, lace them up and start slugging it out!

You and Me, Pal! Right Now!



Fighting the computer is all well and good, but you'll get much more of a challenge boxing a buddy. You can set up some of the greatest matchups of all time and rewrite history so that your favorite boxer reigns—Lewis vs. Holyfield II, anyone?

Pick a Venue



You can stage your fight anywhere, from the Colosseum in Rome to the local 440 in Detroit. It's nice to have a huge crowd roaring for you, but it's also kind of cool to stage Ali vs. Frazier in a tiny little gym in front of fewer than fifty fans.

VIEW REPLAY

One of the nicer features of the game is the option to view instant replay at any time during the match. You can also check out the highlights of the whole fight from all angles.






O'GRADY

Another tall and lanky Lightweight, you'd think Sean O'Grady's 135 pounds would limit his power. To the contrary, this fiesty fighter is one of the hardest punchers in his weight class, with stamina to match.

MAYWEATHER

Floyd Mayweather is quite simply the fastest Lightweight in the boxing world. His hands become blurs when he jabs, each one delivering punches as powerful as any one of his slower weight class counterparts.



MANFREDY

"El Diablo," who hails from Gary, Indiana, is a ferocious fighter known for his intensity. He became WBU Super Featherweight Champion by stringing together a 27-3-1 record with 21 knockouts.



KELLEY

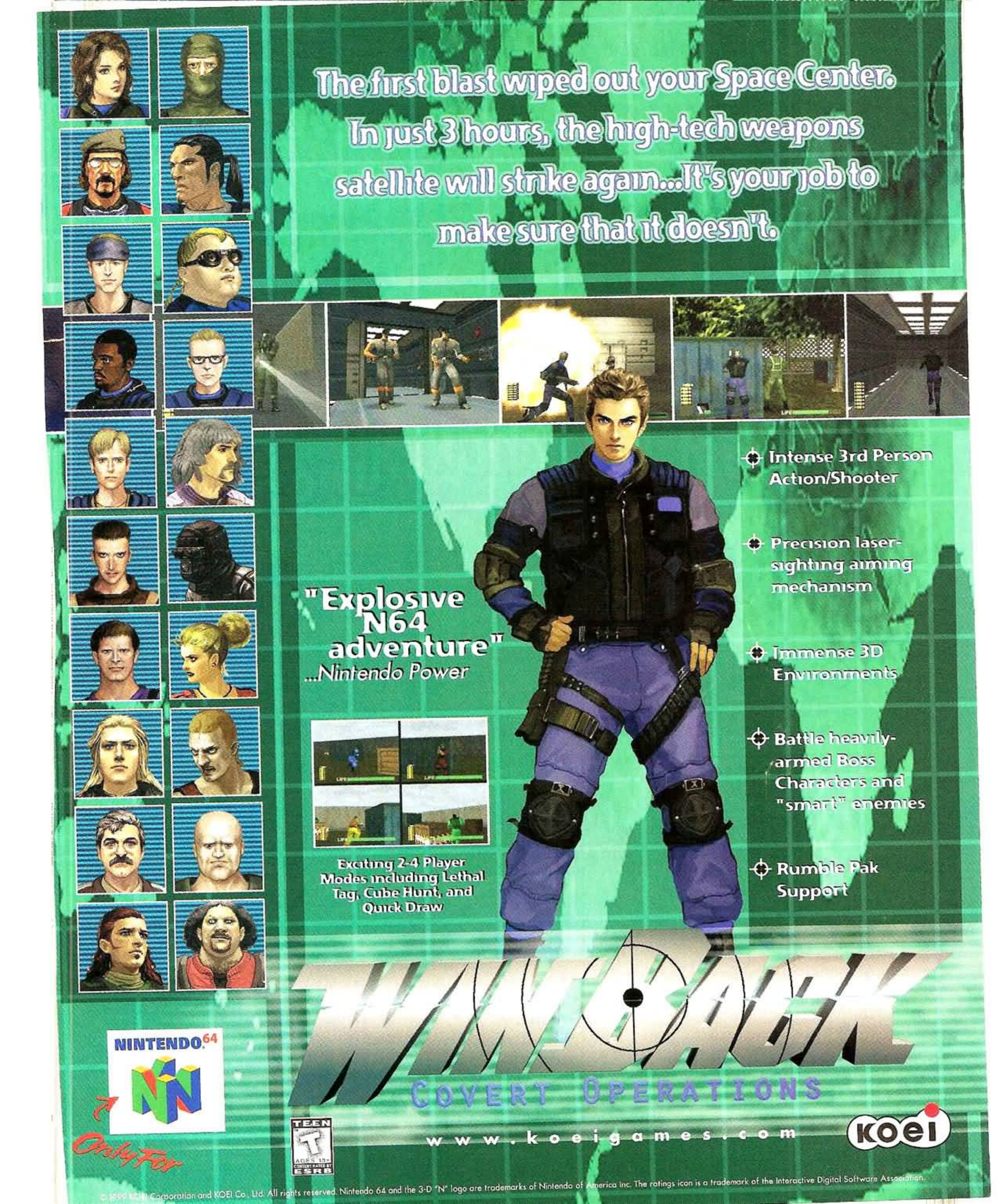
Kevin Kelley is one of a slew of great Lightweights in the game, and very likely the strongest. He's not as fast as Floyd Mayweather Jr. and his stamina is questionable, but his power puts him on equal footing.



ROMERO

One of the hardest pound for pound punchers around, Danny Romero has an IBF Flyweight and an IBF Junior Bantamweight title on his resume. Quick and strong for his size, Romero is a difficult target to hit.




The first blast wiped out your Space Center. In just 3 hours, the high-tech weapons satellite will strike again...It's your job to make sure that it doesn't.
"Explosive N64 adventure"
...Nintendo Power
Exciting 2-4 Player Modes including Lethal Tag, Cube Hunt, and Quick Draw
Intense 3rd Person Action/Shooter
Precision laser-sighting aiming mechanism
Immense 3D Environments
Battle heavily-armed Boss Characters and "smart" enemies
Rumble Pak Support
WINBACK
COVERT OPERATIONS
NINTENDO 64
Only For
TEEN
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WELCOME TO OUR FEATURE PRESENTATION OF POKéMON YELLOW! THIS SPECIAL VERSION OF POKéMON, OPTIMIZED FOR GAME BOY COLOR AND UPDATED WITH INFLUENTIAL ELEMENTS FROM THE POPULAR TELEVISION CARTOON, IS EN ROUTE TO YOUR VERY OWN GAME BOY. LET POKéMON COLLECTORS EVERYWHERE REJOICE!

POKéMON™ Special Pikachu Edition™

NOW BACK TO OUR SHOW



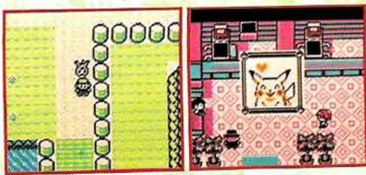
If you know your way around the world of Pokémon you won't get lost in the special Yellow version, because the maps and objectives are largely the same. Although the game is programmed to look great on Game Boy Color, you can still play it on any Game Boy, and it will have no trouble linking up to trade or battle with the Red and Blue versions. But with all that's remained the same, check out what's changed!





THE BEST OF BUDDIES

First of all, you're going to have some containment problems. In the cartoon, Pikachu refuses to stay inside its Poké Ball, and the scenario is no different on your Game Boy. Instead of starting off the game with a choice of Bulbasaur, Squirtle or Charmander, Professor Oak hands over Pikachu, who promptly refuses to stay cooped up.



Pikachu will follow you around on screen, and you can turn around to check its mood at any time. If you let it fight often, raise its experience level and keep it healthy, you'll see a very happy Electric-type.

THE POWER OF PIKACHU

Lv (Yellow)	Lv (Red/Blue)	Attack	Type
•	•	THUNDERSHOCK	ELC
•	•	GROWL	NRM
6		TAIL WHIP	NRM
8	9	THUNDER WAVE	ELC
11	16	QUICK ATTACK	NRM
15		DOUBLE TEAM	NRM
20		SLAM	NRM
	26	SWIFT	NRM
26		THUNDERBOLT	ELC
33	33	AGILITY	PSY
41	43	THUNDER	ELC
50		LIGHT SCREEN	PSY



As the chart shows, Pikachu learns attacks at different levels than in Red and Blue. New Yellow attacks include Tail Whip, Double Team, Slam, Thunderbolt and Light Screen.

GARY, SUPER MACHO

Your rival, Gary, has a whole new way to antagonize you in Yellow. Instead of choosing Bulbasaur, Squirtle or Charmander for his own, he snags an Eevee from the Professor. He'll show up to battle in all of the same places as in Red and Blue, but the evolution of his team will differ depending on the way your game progresses.



If you thought Gary was irritating before, wait until you meet his new team. Depending on how you fare in three specific battles, Gary's Eevee will evolve in one of three ways.



#133 EEVEE

#134 VAPOREON

If you lose to Gary in the first battle in the lab, his Eevee will eventually become Vaporeon.

#135 JOLTEON

Gary will one day raise a Jolteon if you win at the lab and win west of Viridian City.

#136 FLAREON

If you win at the lab but lose or skip the battle west of Viridian City, you'll see Flareon.

BLAST OFF!

Of course, Ash has more than just Gary to worry about in the television cartoon. Making the leap from the small screen to the even smaller screen, the bumbling members of Team Rocket, Jessie and James, invade your Game Boy to try to stop your progress through Pokémon Yellow. You can be sure they'll make your trouble double.



Jessie and James will never collect more than the three Pokémon they begin with. Meowth, Ekans and Koffing don't put up much of a fight even when they evolve later in the game.



The members of Team Rocket will pop up in many unexpected places, so always be ready to do battle with them. You'll also have to withstand their silly attempts at intimidation.

TOGETHER AT LAST

Remember how hard it was to find and trade for the two Pokémon you didn't choose at the beginning of the Red and Blue versions? Well, one of the coolest parts of Yellow is that you can find Squirtle, Charmander and Bulbasaur at various points in the game. Finally, you'll get the chance to assemble a Pokémon dream team!



#4 CHARMANDER

#7 SQUIRTLE

#1 BULBASAUR

A LITTLE HELP FROM YOUR FRIENDS

Since many collectors may be getting their first look at Pokémon in the Yellow version, we've decided to amass some of the best tips for all three games. Of course, anything that's marked "Yellow Only" will apply only to (surprise!) Pokémon Yellow. Come along as we take a trip down Pokémon lane...

A HOT ACQUISITION

In the Yellow version of the game, head north from Cerulean City. You'll almost immediately find another trainer with a valuable gift. This fellow doesn't feel as though he's fit to take care of the little Fire-type, and he's happy to hand it over. Charmander's fiery powers will make it a great asset in fights with Bug-, Grass- and Ice-type opponents.



HEDGE HURDLING

One of the earliest tricks you'll master is jumping down levels as you make your way around the world. Not only does this help you take shortcuts, but it will also enable you to avoid confrontations by skipping whole areas of deep grass where wild Pokémon lurk. Remember that you can only jump down from above—you'll have to find an easier path back up.



ALL GROWN UP

If you just don't have the time to raise all of your many Pokémon, why not drop one off at the Pokémon Daycare south of Cerulean City? The man there will rear the Pokémon of your choice, charging you ₽100 for every experience level it gains. You can't choose what attacks it learns, but those are the breaks!



PICK YOUR FIGHTS

It's a good idea to fight other trainers as often as possible, because you'll gain valuable experience to raise the levels of your Pokémon and also pocket cash for buying supplies. If your Pokémon are severely depleted, though, it may be smart to avoid fights that might knock your team out. Stay out of the trainer's line of sight and sneak by.



HEEEEERE'S SQUIRTLE!

In the Yellow version, a girl in the center of Vermilion City has a Squirtle that she'd love to hand over. In order to be deemed worthy of the Water-type, you must first enter the Gym and defeat Lt. Surge's Electric-type Pokémon. Once you earn the Thunder Badge, the girl will send Squirtle your way.



TIME TO ROCK

If you choose Bulbasaur or Squirtle at the beginning of Red or Blue, you'll more than hold your own when you meet up with Brock, the first of many Gym Leaders. In Yellow, however, your Electric-type Pikachu will be almost totally useless against his Rock-type Pokémon. You'd better capture and build up a strong team if you hope to earn the Boulder Badge.



GO FISH

Also in Vermilion City is the Old Fishing Guru, who'll part with his Old Rod to give a fellow fishing freak the chance to go bobbing for Pokémon. As you progress and find the Good Rod and the Super Rod, you'll catch more and more Pokémon by casting into various waterways. Fish frequently—you might get lucky!



ROCKET LANDING

After the long and taxing battles inside Mt. Moon, you'll finally prevail and get the chance to choose either the Helix or the Dome fossil. If you take these archaeological treasures to Cinnabar Island you can resurrect Kabuto or Omanyte, but in the Yellow version you have to contend with Jessie and James before you can make your escape into the sunlight.



PROVE YOUR WORTH

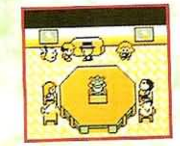
Yellow's Trading Post in Cerulean City is different from Red's and Blue's. If you enter the house in Yellow, you'll find a caring trainer who has nursed an injured Bulbasaur back to health. She wants to entrust its care to a responsible trainer, but she won't consider you for the honor unless you've kept your Pikachu extremely healthy and happy.





GET SOME WHEELS

The President of the Pokémon Fan Club in Vermilion City will prattle on for what seems like hours about how much he loves Pokémon. If you're willing to sit through the constant stream of hot air, he'll make a gift of a Bike Voucher, which you can redeem for some wheels in Cerulean City. It's well worth it—otherwise you'll need to save up ₽ one million!



IMPROVE YOUR EYESIGHT

On the second floor of the guard house on the right side of Route 11 you'll find one of the Professor's many assistants. If you've collected over 30 Pokémon when you meet up with him, he'll boost your inventory with a handy device called the Item Finder. Using this invention will notify you if there are hidden items anywhere in your immediate vicinity.



CUTTING COMMENTS

Once you learn how to use Cut from the Captain of the S.S. Anne, your designated chopping Pokémon will be able to prune down any of the bushes dotting the landscape. Cut lets you take shortcuts and find hidden areas that weren't previously accessible. It's also an effective attack in battle, so be sure always to travel with a Cut-equipped Pokémon.



SPELUNKING ROCK CAVE

Rock Cave will be an absolute horror to navigate if you haven't equipped one of your Pokémon with the ability to use Flash. You can find this valuable HM by taking Diglett's Cave from Route 11 to Route 2, which is near Viridian Forest. As soon as you emerge from the cave, head south to find Flash in a small house, then head back to Rock Tunnel.



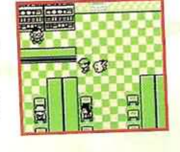
SEEING THINGS

The creatures haunting Pokémon Tower in Lavender Town are so frightening that your Pokémon will refuse to fight them. That is, unless you've rescued the Silph Co. president and received the Silph Scope. With this item, all of the ghosts will be unmasked, and you'll be able to battle or capture them at will. You'll also get past the big ghost at the top.



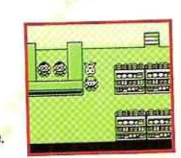
MEMBERS ONLY

If you want to sit and play the slots with the rest of the suckers, feel free—who knows, you might even win a little spending cash. If you want to continue your quest, though, take a closer look at the poster on the back wall. If you trigger the hidden switch, a door leading to the inner sanctum of the casino will open. Head inside for some answers!



ONE-STOP SHOPPING

The enormous department store in Celadon City will fast become your favorite shopping spot. This multilevel commerce hub offers everything you might need in the way of performance enhancers. You can buy any one of the evolution-inducing stones, rare items like the hot-selling Poké Doll, and TMs by the score.



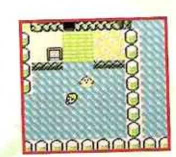
GET REFRESHED

The fight to free Silph Co. from the clutches of Team Rocket is long and exhausting, so it helps to know there's somebody on your side. In a corner of the ninth floor is a woman who lets you take a quick nap to rejuvenate your battle-weary Pokémon. Once you're feeling up to snuff, find Giovanni and bust up his team!



SURFING 101

Find the Secret House deep within the Safari Zone in Fuchsia City and you'll receive the HM known as Surf. You can teach this helpful technique to many Pokémon, most of which will be Water-types. Once one of your Pokémon has learned it, you can climb aboard to travel over water to previously inaccessible areas.



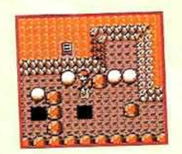
NOW BOARDING

If you use Cut to get through some bushes at the top of the Cycling Road, you can find a little out-of-the-way house. Inside it is a girl who doesn't want hordes of visitors invading her privacy, so to buy your silence she'll give you the HM Fly. Teach it to a Pokémon to flap to any point on the map instantaneously.



MOVE MOUNTAINS

In your Safari Zone travels you'll find a pair of Gold Teeth. If you give them to the Warden, he'll set you up with the Strength ability. Once you've taught a Pokémon this muscle-flexing technique, it will be able to roll huge boulders around. This'll come in handy when you're exploring Seafoam Island and Victory Road.



EVEN LESS KNOWN

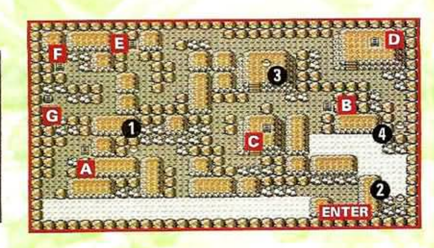
Intrepid explorers of the Unknown Dungeon will be in for a surprise when playing the Yellow version—it's totally new! Mewtwo is still somewhere within the depths, but you'll have to navigate a completely different maze from what you saw in Red and Blue. Check out our maps for the lowdown on how to get around.



From Cerulean City, go north over the bridge and jump into the water on the left. Surf south to find the entrance to the Unknown Dungeon. Only League Champions need apply.

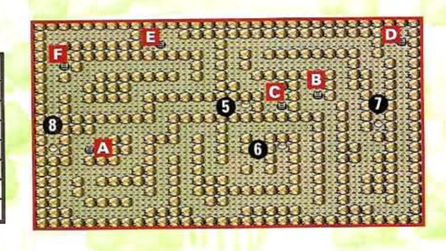
FIRST FLOOR

#28 SANDSLASH	FEW
#42 GOLBAT	MANY
#44 GLOOM	FEW
#47 PARASECT	FEW
#49 VENOMOTH	FEW
#70 WEEPINBELL	FEW
#75 GRAVELER	MANY
#132 DITTO	FEW



SECOND FLOOR

#28 SANDSLASH	FEW
#42 GOLBAT	MANY
#44 GLOOM	FEW
#70 WEEPINBELL	FEW
#75 GRAVELER	MANY
#111 RHYHORN	FEW
#112 RHYDON	FEW
#132 DITTO	FEW



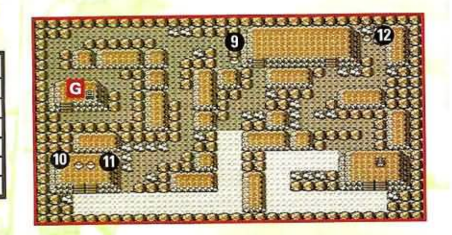


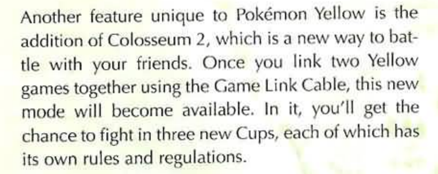
ITEMS

1. MAX ELIXIR
2. RARE CANDY
3. ULTRA BALL
4. MAX REVIVE
5. ULTRA BALL
6. MAX REVIVE
7. FULL RESTORE
8. RARE CANDY
9. MAX ELIXIR
10. ULTRA BALL
11. MAX REVIVE
12. ULTRA BALL

BASEMENT

#42 GOLBAT	MANY
#75 GRAVELER	MANY
#108 LICKITUNG	FEW
#111 RHYHORN	FEW
#112 RHYDON	FEW
#113 CHANSEY	FEW
#132 DITTO	FEW





THE CHAMPIONSHIP CIRCUIT

Another feature unique to Pokémon Yellow is the addition of Colosseum 2, which is a new way to battle with your friends. Once you link two Yellow games together using the Game Link Cable, this new mode will become available. In it, you'll get the chance to fight in three new Cups, each of which has its own rules and regulations.

POKé CUP

Pokémon between the levels of 50 and 55 can enter this Cup, which is essentially the heavyweight class. The sum of the experience levels of your Pokémon can't be more than 155, and as an added touch, the 151st Pokémon, Mew, is not allowed.

PIKA CUP

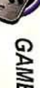
A contest that caters to lower-level Pokémon, the Pika Cup allows Pokémon between only the levels of 15-20. The levels cannot add up to more than 50, so spread the experience out wisely. Once again, entering with Mew is strictly forbidden.

PETIT CUP

The Petit Cup has the most stringent rules of the three Cups. First of all, your Pokémon must be between level 25 and level 30 to get in the door. Beyond the level requirement, though, there are also height and weight restrictions. Your Pokémon must be under 6'8" and weigh less than 44 pounds to make the cut. The chart on the right will let you know who's allowed in the battles.



#1 BULBASAUR	#60 POLIWAG
#4 CHARMANDER	#63 ABRA
#7 SQUIRTLE	#66 MACHOP
#10 CATERPIE	#69 BELLSPROUT
#13 WEEDLE	#74 GEODUDE
#16 PIDGEY	#81 MAGNEMITE
#19 RATTATA	#83 FARFETCH'D
#21 SPEAROW	#90 SHELLDER
#23 EKANS	#92 GASTLY
#25 PIKACHU	#98 KRABBY
#27 SANDSHREW	#100 VOLTORB
#29 NIDORAN♀	#102 EXEGGCUTE
#32 NIDORAN♂	#104 CUBONE
#35 CLEFAIRY	#109 KOFFING
#37 VULPIX	#116 HORSEA
#39 JIGGLYPUFF	#118 GOLDEEN
#41 ZUBAT	#129 MAGIKARP
#43 ODDISH	#132 DITTO
#46 PARAS	#133 EEVEE
#50 DIGLETT	#138 OMANYTE
#52 MEOWTH	#140 KABUTO
#54 PSYDUCK	#147 DRATINI
#58 GROWLITHE	

POKÉMON FREQUENCY CHARTS

M An M means that many of that particular Pokémon can be found in that version of the game.

F A capital F indicates that few of the Pokémon are scattered throughout that version.

E An E indicates that you will never find the Pokémon in the wild–it can only be evolved.

C Pokémon marked with a C must be picked in one of the choosing sequences in the game.

f If there's a small f next to the Pokémon, it means you can fish for it in a water area.

A gray box means that the Pokémon does not appear in that version of the game.

	Yellow	Red	Blue
#1 BULBASAUR	F	C	C
#2 IVYSAUR	E	E	E
#3 VENUSAUR	E	E	E
#4 CHARMANDER	F	C	C
#5 CHARMELEON	E	E	E
#6 CHARIZARD	E	E	E
#7 SQUIRTLE	F	C	C
#8 WARTORTLE	E	E	E
#9 BLASTOISE	E	E	E
#10 CATERPIE	M	F	M
#11 METAPOD	M	F	M
#12 BUTTERFREE	E	E	E
#13 WEEDLE		M	F
#14 KAKUNA		M	F
#15 BEEDRILL		E	E
#16 PIDGEY	M	M	M
#17 PIDGEOTTO	F	F	F
#18 PIDGEOT	E	E	E
#19 RATTATA	M	M	M
#20 RATICATE	M	M	M
#21 SPEAROW	M	M	M
#22 FEAROW	M	M	M
#23 EKANS		M	
#24 ARBOK		F	
#25 PIKACHU	C	M	M
#26 RAICHU	E	F	F
#27 SANDSHREW	F		M
#28 SANDSLASH	E		F
#29 NIDORAN ♀	M	F	M
#30 NIDORINA	M	F	F
#31 NIDOQUEEN	E	E	E
#32 NIDORAN ♂	M	M	F
#33 NIDORINO	M	F	F
#34 NIDOKING	E	E	E
#35 CLEFAIRY	F	F	F
#36 CLEFABLE	E	E	E
#37 VULPIX	F		M
#38 NINETALES	E		E
#39 JIGGLYPUFF	F	F	F
#40 WIGGLYTUFF	E	E	E
#41 ZUBAT	M	M	M
#42 GOLBAT	M	F	F
#43 ODDISH	M	M	
#44 GLOOM	F	F	
#45 VILEPLUME	E	E	
#46 PARAS	M	M	M
#47 PARASECT	F	F	F
#48 VENONAT	M	M	M
#49 VENOMOTH	F	F	F
#50 DIGLETT	M	M	M

	Yellow	Red	Blue
#51 DUGTRIO	F	F	F
#52 MEOWTH			M
#53 PERSIAN			E
#54 PSYDUCK	M	Ff	Mf
#55 GOLDUCK	F	F	F
#56 MANKEY	M	M	
#57 PRIMEAPE	F	E	
#58 GROWLITHE	F	M	
#59 ARCANINE	E	E	
#60 POLIWAG	f	f	f
#61 POLIWHIRL	f	f	f
#62 POLIWRATH	E	E	E
#63 ABRA	M	F	F
#64 KADABRA	F	E	E
#65 ALAKAZAM	E	E	E
#66 MACHOP	M	M	M
#67 MACHOKE	F	F	F
#68 MACHAMP	E	E	E
#69 BELLSPROUT	M		M
#70 WEEPINBELL	F		F
#71 VICTREEBEL	E		E
#72 TENTACOOL	Mf	Mf	Mf
#73 TENTACRUEL	f	E	E
#74 GEODUDE	M	M	M
#75 GRAVELER	M	F	F
#76 GOLEM	E	E	E
#77 PONYTA	M	M	M
#78 RAPIDASH	E	E	E
#79 SLOWPOKE	Mf	Mf	Ff
#80 SLOWBRO	Ff	f	Ff
#81 MAGNEMITE	M	M	M
#82 MAGNETON	M	F	F
#83 FARFETCH'D	F	F	F
#84 DODUO	M	M	M
#85 DODRIO	F	E	E
#86 SEEL	F	M	M
#87 DEWGONG	F	F	F
#88 GRIMER	M	F	M
#89 MUK	F	F	F
#90 SHELLDER	f	Mf	Ff
#91 CLOYSTER	E	E	E
#92 GASTLY	M	M	M
#93 HAUNTER	F	F	F
#94 GENGAR	E	E	E
#95 ONIX	F	F	F
#96 DROWZEE	F	F	F
#97 HYPNO	E	F	F
#98 KRABBY	Mf	f	Mf
#99 KINGLER	Ff	f	Ff
#100 VOLTORB	M	M	M

	Yellow	Red	Blue
#101 ELECTRODE	E	F	F
#102 EXEGGCUTE	M	F	F
#103 EXEGGUTOR	E	E	E
#104 CUBONE	F	F	F
#105 MAROWAK	F	F	F
#106 HITMONLEE	C	C	C
#107 HITMONCHAN	C	C	C
#108 LICKITUNG	F	F	F
#109 KOFFING		M	F
#110 WEEZING		F	F
#111 RHYHORN	F	M	M
#112 RHYDON	F	F	F
#113 CHANSEY	F	F	F
#114 TANGELA	F	F	F
#115 KANGASKHAN	F	F	F
#116 HORSEA	f	Mf	f
#117 SEADRA	f	Ff	f
#118 GOLDEEN	f	f	f
#119 SEAKING	f	f	f
#120 STARYU	Mf	Mf	Mf
#121 STARMIE	E	E	E
#122 MR. MIME	F	F	F
#123 SCYTHER	F	F	
#124 JINX		F	F
#125 ELECTABUZZ		F	
#126 MAGMAR			F
#127 PINSIR	F		F
#128 TAUROS	F	F	F
#129 MAGIKARP	f	f	f
#130 GYARADOS	f	E	E
#131 LAPRAS	f	F	F
#132 DITTO	F	M	M
#133 EEVEE	F	F	F
#134 VAPOREON	C	C	C
#135 JOLTEON	C	C	C
#136 FLAREON	C	C	C
#137 PORYGON	F	F	F
#138 OMANYTE	C	C	C
#139 OMASTAR	C	C	C
#140 KABUTO	C	C	C
#141 KABUTOPS	C	C	C
#142 AERODACTYL	F	F	F
#143 SNORLAX	F	F	F
#144 ARTICUNO	F	F	F
#145 ZAPDOS	F	F	F
#146 MOLTRES	F	F	F
#147 DRATINI	f	f	f
#148 DRAGONAIR	f	E	E
#149 DRAGONITE	E	E	E
#150 MEWTWO	F	F	F

SURFING PIKACHU GIVEAWAY

1,000 WINNERS



GET READY TO HANG TEN WITH YOUR FAVORITE ELECTRIC-TYPE POKéMON, BECAUSE WE'RE HAVING THE GIVEAWAY OF A LIFETIME! READ ON AND GET STOKED FOR SOME FUN IN THE SUN!

Like, wow! That's all we have to say to the news that a special Pokémon has been discovered. Surfing Pikachu is an ordinary Electric-type infused with a special gift: the ability to tame gnarly waves. This radical Pikachu already knows how to Surf, and it can learn other Water-type abilities as well. Not only that, but if it finds its way onto a Pokémon Yellow game cartridge, it can also play a secret surfing minigame. And the best part is, if your entry is picked, you could have one of these rare creatures for your very own. If you're selected, we'll put Surfing Pikachu on your Game Pak. If you don't have a Pokémon Game Pak, you'll receive a Pokémon t-shirt instead. We're giving away 1,000 prizes, so mail in your entry today!



Surfing Pikachu is the only Pokémon that can access the surfing game in Pokémon Yellow. Pull flips, earn points, and stay cool!

TO ENTER:

Print the following information on a 3x5 card:

MAIL ENTRIES TO:
NINTENDO POWER
SURFING PIKACHU GIVEAWAY
P.O. BOX 97044
REDMOND, WA 98052

Name:
Street Address:
City, State/Provence:
Zip/Postal Code:
Telephone Number:
Member Number (if you are a subscriber):
Type of Pokémon Game You Own
(Red, Blue, Yellow, None)

If you don't own a Pokémon Game Pak, you'll catch this excellent Pokémon t-shirt if your entry is drawn!



OFFICIAL ENTRY RULES

No purchase necessary. Only U.S./Canadian residents (excluding Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, print your name, address, telephone number, and Surfing Pikachu Giveaway on a plain 3.5" x 5" card, and mail the entry to this address:

NINTENDO POWER
SURFING PIKACHU GIVEAWAY
P.O. BOX 97044
REDMOND, WA 98052

One entry per household. Entries must be received by 11/1/99. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 11/15/99, winners will be randomly drawn from eligible entries. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. NOA will attempt to notify winners by mail by 12/15/99. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. Unclaimed prizes will not be awarded. For a copy of these rules, or (after 11/30/99) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Grand Prize: One thousand (1000) entrants will either have the Surfing Pikachu data transferred to their Pokémon Game Paks or will win a t-shirt. Winners of the Surfing Pikachu will be required to mail in their Game Paks to NOA. If a winner does not own a Pokémon Game Pak, they will receive a t-shirt instead. Surfing Pikachu data has no retail value. Approximate value of t-shirt is $20.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. Winners (and, if winner is a minor, his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA and its affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond NOA's control affect the administration of the sweepstakes or NOA otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect.



THE CHALLENGES

FREEZE FRAME

Get Muk, Gyarados, Magneton or Slowbro to strike a pose, then hope your pictures strike a chord with Professor Oak. If he approves of your shutterbug skills, photograph the high score he gives you, then send it to us for a chance at snapping up some Power Stamps.

HIT ME WITH YOUR BEST SHOT

A little birdie told us you're quite the golfer. Prove it by landing as many birdies, eagles, albatrosses and holes-in-one as you can into the Best Shots section of Mario Golf's Status Menu. We'll reward the golfers who send in the most complete Best Shots Screen.

BIG WHEELS KEEP ON TURNIN'

Steer those monster wheels into Exhibition Mode and finish the course of your choice in record time for some beastly bragging rights. And don't wait until "Sunday! Sunday! Sunday!" to send in your time—mail us your monster truck photo today!

#1 POKéMON SNAP

#2 MARIO GOLF

#3 MONSTER TRUCK MADNESS 64



TRY THIS!

What makes Lego Racers so cool is that you can build your own car block by block, and we want to see what you come up with. Build a masterpiece, photograph it, then send it in. If your pic is one of our faves (and a clear, sharp photo, too), we'll print it in an upcoming installment of Arena.

NP SCOREBOARD

WCW/NWO REVENGE

Championship TV Title High Scores (Vol. 114)

Chad Gravenor, Salisbury, MD	120,880
Mike Levay, Staten Island, NY	72,145

Cruiserweight High Scores (Vol. 114)

Chad Gravenor, Salisbury, MD	140,555
Sean Cenotto, Lakewood, WA	106,285

U.S. Heavyweight High Scores (Vol. 114)

Sean Cenotto, Lakewood, WA	117,430
John Quick, Clinton Township, MI	86,780

Tag Team Title High Scores (Vol. 114)

Sean Cenotto, Lakewood, WA	222,740
Mark Brann, St. Peters, MO	196,370
Chad Gravenor, Salisbury, MD	170,000

BANJO-KAZOOIE

Best Overall Game Times (Vol. 115)

Nancy Craine, Naperville, IL	3:29.29
Nathan Gray, Thomson, IL	3:31.40
Mike Fulker, Pella, IA	3:36.09
Meghan Tunis, Pinckney, MI	4:05.17

RUSH 2

Best Stunt Scores (Vol. 116)

Nick Reis, Colfax, CA	1,368
Matt McKeague, Lock Haven, PA	1,327
Andrew Revoredo, Scarborough, ON	1,204
Kevin Vroman, Mokena, IL	1,008

THE LEGEND OF ZELDA DX

Found All Photo Opportunities (Vol. 117)

Gavin Aronsen, Ankeny, IA
Audrey Henrichs, McAlester, OK
Srini Varanasi, Dix Hills, NY

WWF ATTITUDE MOVE, IN-FISHERMAN BASS HUNTER 64 LURE, OR DANCE STEP?

QUIZ

Maybe you're a wrestling fan who knows Stone Cold's every move, or maybe you're the outdoor type who can reel in a prize fish every time, but do you know how to cha-cha? Sure, there might never be a dancing game on the N64, but it's always nice to have well-rounded knowledge (and a little rhythm, too). In this month's quiz, we've mixed up some dance names with moves from Acclaim's WWF Attitude and lures from Take 2 Interactive's Bass Hunter 64 to see if you can identify what is what. Now, does the Funky Chicken describe Mankind's stage presence or the bait for poultry-loving piranha?

	WWF Move	Bass Hunter 64	Dance Step
1 Tennessee Jam			
2 Tennessee Twister			
3 Fish Dive			
4 Fisherman's Suplex			
5 Rappala Minnow			
6 Elevated Crab			
7 Husky Jerk			
8 Running Butt Bump			
9 Tush Push			
10 Stump Puller			
11 La Magistral			
12 Rond de Jamb			
13 Sweet Chin Music			
14 Shallow Shad			

	WWF Move	Bass Hunter 64	Dance Step
15 Kill'r B			
16 Bearhug			
17 Cuddle Position			
18 Headbutt to Groin			
19 Finesse Worm			
20 Skitter Pop			
21 Lindy Hop			
22 Atomic Drop			
23 Gancho			
24 Hurricanrama			
25 Zarra Spook			
26 Slappin' Leather			
27 Laying the Smack Down			
28 Rattle Trap			

POKéMON

Caught 150 Pokémon (Vol. 114)

Frederic Faddoul, PQ
Jason Falcone, Edwardsville, IL
Corey Field, Tucson, AZ
Ryan Fischer, Fishers, IN
Dan Fleege, Fort Dodge, IA
John Gaglione, Bethpage, NY
Jon Gerstein, West Bloomfield, MI
Alexander Ghaffari, Cincinnati, OH
Brandon Ghislain, Twin Lakes, WI
Dan Gillies, Saskatoon, SK
Christopher Glass, Claremont, CA
Sean Glover, Thousand Oaks, CA
Kevin Griffin & Jaryn Presnall, Wichita, KS
Morgan Griffin, New Orleans, LA
Danny Grove, Sykesville, MD
Stephan Hanna, Cuyahoga Falls, OH
Matthew Harden, Blaine, TN
Phillip Harrington, Midland, MI
Sean Hart, Point Pleasant, NJ
John Heidinger, Pawnee, IL
Michael Helitzer, Pittsfield, MA

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nintendo.com.

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than November 10, 1999.

E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

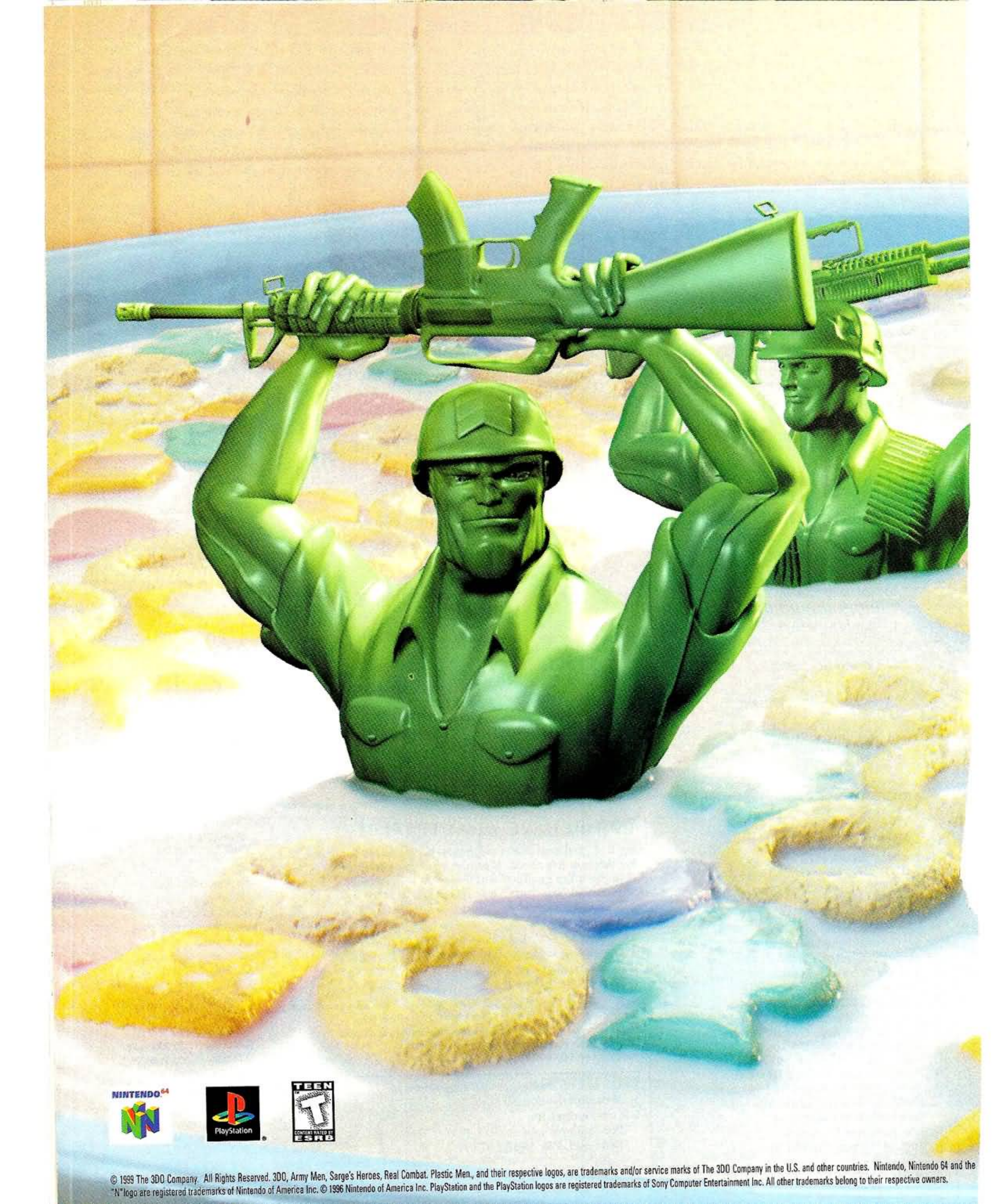
ANSWERS TO VOLUME 124

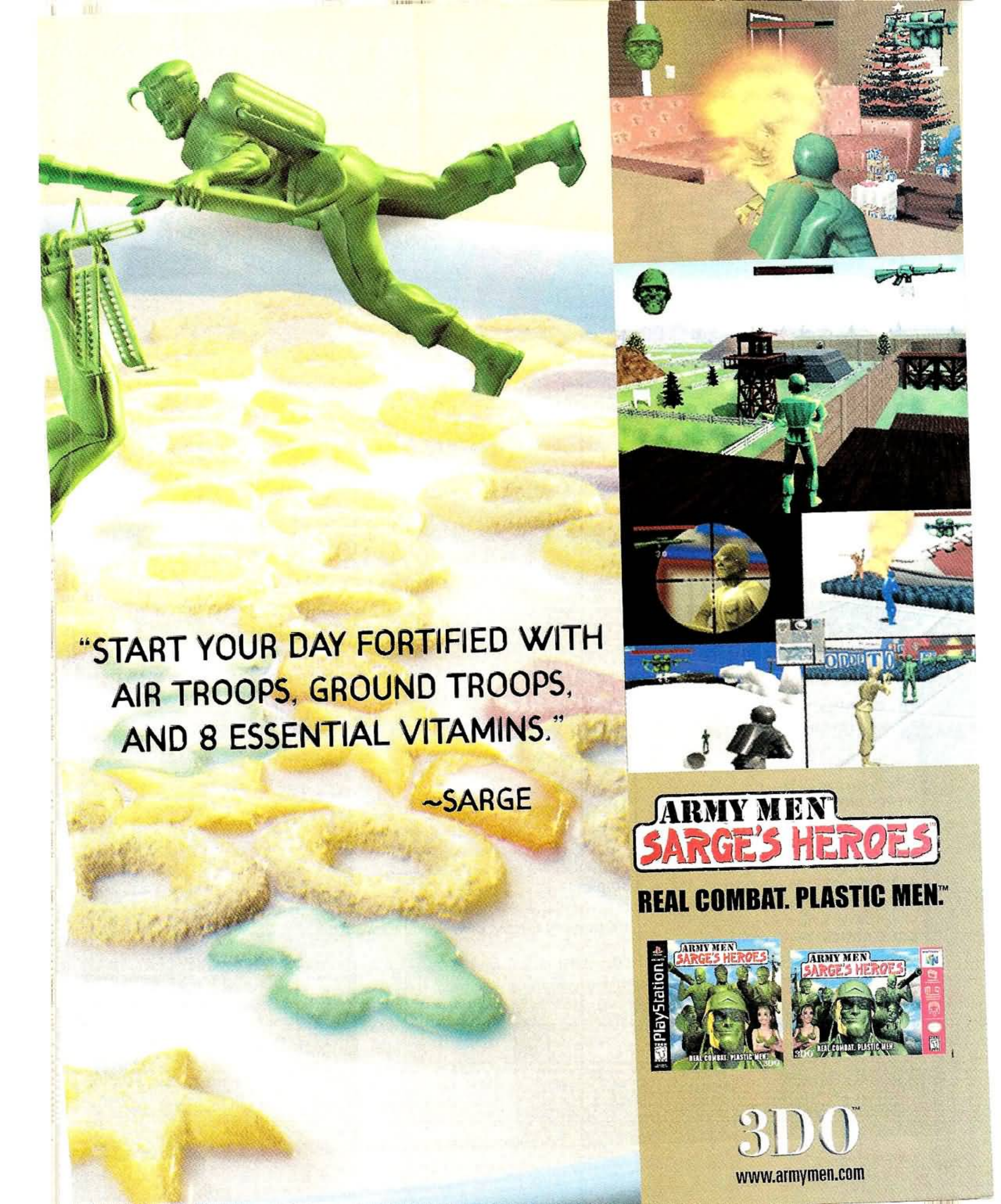
WHAT'S YOUR CALL?
Yes.

POKéMON CHAIN LINKS

1. Mewtwo	13. Hitmonchan
2. Omastar	14. Ninetales
3. Raticate	15. Shellder
4. Electabuzz	16. Rhydon
5. Zapdos	17. Nidoking
6. Starmie	18. Golem
7. Eevee	19. Mew
8. Exeggutor	20. Weepinbell
9. Rhyhorn	21. Lapras
10. Nidorina	22. sertloM
11. Articuno	23. Machamp
12. Oddish	24. Pokédex

PHOTO FINISH
Set A= 15,680 (Pikachu: 6,430, Magmar: 5,430, Eevee: 3,820)
Set B=11,080 (Vulpix: 1,760, Charmander: 620, Mew: 8,700)


NINTENDO64
PlayStation
TEEN
T
CONTENT RATED BY
ESRB


"START YOUR DAY FORTIFIED WITH AIR TROOPS, GROUND TROOPS, AND 8 ESSENTIAL VITAMINS."
~SARGE
ARMY MEN™
SARGE'S HEROES
REAL COMBAT. PLASTIC MEN.™
PlayStation
ARMY MEN SARGE'S HEROES
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Nintendo NOW PLAYING

YOUR POWER GUIDE TO THE LATEST RELEASES

October 1999

NINTENDO 64

JET FORCE GEMINI

Introducing the new rage from Rare.

GRAPHICS: Once again, Rare lives up to its reputation for creating 3-D worlds with visually stunning characters and settings. The animation and special lighting effects are state-of-the-art.

PLAY CONTROL: JFG is a shooter at heart, so the movement and aiming controls are very important. The development team at Rare went through several configurations before arriving at an advanced mix of controls that allows players to move, fire and aim all at the same time.

GAME DESIGN: Prepare yourself for a vast game that requires players to backtrack and open new areas with different characters. The stages are large, often complex, and always challenging. The multiplayer modes include shooting, targeting and racing action.

SATISFACTION: For action fans, Jet Force Gemini is a welcome return to the challenging, intense action games of the old 2-D era, but it's bigger and better.

SOUND: Excellent music and sound effects help set the scene. Garbled character voices sound like the cartoon-speak from Banjo-Kazooie.

COMMENTS: Scott—*Very challenging and very big. The best pure action game ever for the N64.* Nate—*More multiplayer than you can shake a stick at.* Kyle—*The most tenacious AI I've seen.*







- Rare/256 Megabits
- 1 to 4 players simultaneously
- 6 Save files
- Rumble Pak compatible

OVERALL RATING **9.0**

GRAPHICS	9.2
PLAY CONTROL	8.2
GAME DESIGN	9.3
SAT.	9.2
SOUND	8.8



HOW IT RATES

Jet Force Gemini received a T rating and the animated violence descriptor from the ESRB. The game world is fanciful, but the characters use weapons. This is a shooter, after all.

NINTENDO POWER STAFF SCORES

- 9.7 → Nate
- 9.4 → Jason
- 9.0 → Scott
- 8.5 → Andy
- 7.8 → Sonja

NINTENDO 64

STARCRAFT 64

Enter a galactic struggle on the N64.

GRAPHICS: Blizzard managed to create very sharp unit icons for this console version of its award-winning PC game. The cinematic sequences are static, but the quality is good. The small type sizes are difficult to read. Expect some slowdown when large numbers of units swarm on the screen.
PLAY CONTROL: Players can choose their own cursor speed and set up quick selection buttons. Some of the control/menu sequences take a little getting used to, but they feel quite natural after practice.
GAME DESIGN: This version combines most of the stages from the original Starcraft and the Brood Wars expansion pack. The real-time strategy is as good as it gets—challenging and highly varied. Some levels and modes, such as two-player mode, are available only with the Expansion Pak.
SATISFACTION: For strategy fans, it's a brilliant game with extraordinary depth, but it's not for everyone. You really need to have an Expansion Pak to play this game properly.
SOUND: The music is just right for the sci-fi theme, and the use of voice responses provides critical feedback.
COMMENTS: Dan—*A great port of the PC game with the bonus of the Brood War missions.* Scott—*The game is HUGE! And it looks better in action than our still screen shots convey.*



- Nintendo/256 Megabits
- 1 to 2 players simultaneously
- Expansion Pak compatible
- 60 missions

OVERALL RATING 8.2

GRAPHICS	7.6
PLAY CONTROL	7.6
GAME DESIGN	8.6
SAT.	8.6
SOUND	8.2

HOW IT RATES
TEEN T — CONTENT RATED BY ESRB
Starcraft 64 gets a T rating with the descriptors, mild animated violence and mild language. Although some of the violence is hard to see, you can hear lots of bone-crunching going on.

NINTENDO POWER STAFF SCORES
- 8.9 → Kyle
- 8.7 → Scott
- 8.0 → Andy
- 7.7 → Ed
- 7.6 → Dan

NINTENDO 64

RAYMAN 2

The disarming Rayman debuts on the N64.



GRAPHICS: The graphics make the game in Rayman 2. Great care was taken to create a lavish environment with exceptional detail. The characters may be lacking arms, but they are some of the most creative and well-animated creatures to be found in any video game.
PLAY CONTROL: Rayman's controls are intuitive and smooth—just right for an action platform game. The camera controls include the same Z Button function as Zelda's to center the perspective behind the character.
GAME DESIGN: The game flow is linear but the action and settings vary greatly. The story may be weird, but the cut scenes are excellent.
SATISFACTION: With excellent graphics and solid play control, there's every reason to love Rayman 2. The challenge level is only moderate, but the experience is stellar.
SOUND: The music seems to fit perfectly with the environments and action. The garbled, nonsense voices add very little.
COMMENTS: Andy—*Funny characters, slick graphics, and most importantly, tight play control.* Jason—*This looks and feels like a cartoon of classic proportion: painterly scenery, lovable characters, madcap scenarios and well-staged cinematics. Truly inspired design.* Scott—*Everyone will love Rayman.*





- Ubi Soft/256 Megabits
- 1 player
- Controller Pak compatible
- 5 languages



GRAPHICS	8.8
PLAY CONTROL	8.0
GAME DESIGN	7.7
SAT.	8.2
SOUND	8.2

HOW IT RATES



The ESRB awarded Rayman 2 with a nice E rating and no warning comments about violence to cartoon characters. In the arms race of modern video games, Rayman 2 is refreshingly unarmed.



- 9.0 → Jason
- 8.8 → Andy
- 8.1 → Scott
- 7.7 → Nate
- 7.5 → Kyle

KNOCKOUT KINGS 2000

EA Sports comes out swinging for the N64.

GRAPHICS: The quality of the animation and the speed of character movements are two highlights of Knockout Kings 2000's graphics. Fighters look like themselves and move fluidly. The replay feature following a bout lets you review your best punch, combo, and KO.
PLAY CONTROL: KK2000 gives players a large arsenal of boxing weapons. The game includes basic punches and blocks, plus signature combinations accessible on the C Buttons. The speed and accuracy feel real.
GAME DESIGN: As a boxing game, KK2000 has it all from quick matches to a Career Mode. The Slugfest Mode lets you fight anyone you want. The two-player fights are the best.
SATISFACTION: This is the first boxing game for the N64, and it won't be easy for any other pugilistic Pak to knock it from the top spot. Boxing fans will love the fact that KK2000 includes so many famous fighters from the past 30 years.
SOUND: The funk-based musical score seems right for the game, and the voice commentary is well-done.
COMMENTS: Andy—*It's all about Butterbean.* Nate—*You got Butterbean? Gimme Tyson.* Scott—*Purists may object to boxers from different weight classes fighting each other, but it's all fun.* Ed—*Excellent Create-a-Boxer Mode.*





- EA Sports/128 Megabits
- 1 or 2 players simultaneously
- Controller and Rumble Pak compatible
- 25 boxers
- Create-a-Boxer Mode
- 9 arenas



HOW IT RATES
As you might expect, Knockout Kings 2000 received a T rating and the "Animated Violence" descriptor from the ESRB. The boxer characters do show some wear and tear, but this is no bloodfest.

OVERALL RATING 8.0

GRAPHICS 8.0
PLAY CONTROL 7.8
GAME DESIGN 8.2
SAT. 8.0
SOUND 7.8

NINTENDO POWER STAFF SCORES
8.8 → Andy
8.8 → Ed
8.1 → Scott
7.6 → Jason
6.9 → Nate

WCW MAYHEM

EA enters the WCW ring.

GRAPHICS: Animations for moves, taunts and entrances look like the real thing from the WCW on TV. Good face textures add to the reality.
PLAY CONTROL: EA did it right in the control department by making the moves easy, intuitive and accessible to all the wrestlers. This makes the game ideal for casual wrestling fans and multiplayer matches.
GAME DESIGN: Most of the game is standard fare for a grappling wrestler—Tournament and Multiplayer Modes, Create-a-Wrestler, etc. But the Pay-Per-View Mode incorporates a password system that sets up a PPV match featuring the actual wrestlers who will appear in that week's PPV match on TV. The passwords will be available on the World Wide Web from EA. Very cool.
SATISFACTION: This is a fun game to play, particularly if you play against other people rather than the CPU. For the WCW faithful, it's the only new game in town.
SOUND: The music is limited but sounds good, and the commentary captures the flavor of the real show.
COMMENTS: Andy—*Great broadcast-style camera angles.* Kyle—*You seem to be more of a participant in this game, but matches can be repetitive.* Sonja—*The different types of competition are cool.* Jason—*Character motion is floaty.*







- Electronic Arts/128 Megabits
- 1 to 4 players simultaneously
- WCW license
- Pay-per-view codes
- Hidden wrestlers



HOW IT RATES
WCW Mayhem earns a big fat T from the ESRB and two warning words of wisdom--Animated Violence. Of course, as everyone knows, pro wrestling is highly choreographed, so the descriptor should read "Good Acting."

OVERALL RATING 7.5

GRAPHICS 7.5
PLAY CONTROL 8.0
GAME DESIGN 7.3
SAT. 7.3
SOUND 7.3

NINTENDO POWER STAFF SCORES
8.6 → Andy
7.5 → Jason
7.5 → Kyle
7.2 → Scott
6.2 → Nate

ARMY MEN: SARGE'S HEROES





Get ready for another invasion from 3DO.

GRAPHICS: The two worlds in which Army Men: Sarge's Heroes takes place both look great, but the real world stages reminiscent of Toy Story and Small Soldiers steal the show. At the best resolution, the plastic army men truly look plastic. The effects are incredible, as well, and the game supports various screen resolutions and the Expansion Pak.

PLAY CONTROL: These army men aren't stuck in one pose. They walk, run, jump, drop and roll, and they can shoot using zoom lenses and crosshairs. Unfortunately, the play control is too loose for comfort.

GAME DESIGN: The one-player mode has variety, humor, lots of action and some fun surprises in a mission-style adventure with a great selection of weapons. The multiplayer modes will give players endless hours of battle in special arenas.

SATISFACTION: The combination of high production values and innovative game play are hard to beat.

SOUND: Excellent martial music and sound effects help give Army Men the feeling of a G.I. action flick.

COMMENTS: Nate—*Violence with toys is a great concept, and 3DO almost pulls it off, but the play control suffers heavy casualties.* Scott—*In spite of the control problems, this is still a great game.*





- 3DO/64 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Expansion Pak enhancements
- Passwords

TEEN

HOW IT RATES

The ESRB pinned a T on the highly decorated chest of Sarge and noted that the game has animated violence. It should be noted that the game has no blood or gore since plastic people only melt.

GRAPHICS 7.8

PLAY CONTROL 6.0

GAME DESIGN 7.6

SAT. 7.8

SOUND 7.6

NINTENDO POWER STAFF SCORES

8.7 → Scott
8.1 → Jason
7.1 → Ed
6.8 → Sonja
6.3 → Nate

HOT WHEELS TURBO RACING







EA has the hottest wheels on the N64 this fall.

GRAPHICS: EA recreated the look of the famous Hot Wheels cars and tracks in this unusual racer. The animation of cars spinning and tumbling through the air adds to the fun. Special effects include skid marks on the track and smoke from damaged cars. Although the game looks good, it isn't likely to dazzle anyone.

PLAY CONTROL: Making the stunts intuitive and simple to execute was the key challenge for the Hot Wheels development team, and they succeeded brilliantly. Anyone will be able to pick up a Controller and get into the action almost instantly.

GAME DESIGN: With dozens of cars and endless jumps for pulling stunts, Hot Wheels provides more variety than many racers. Rewarding well-performed stunts with extra turbos was a great idea.

SATISFACTION: It's hard to imagine anyone not having fun with Hot Wheels, but the challenge may not be high enough for die-hard racing fans. Another small complaint is that the game has no four-player mode.

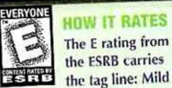
SOUND: The sound elements can be adjusted and balanced, and you can even choose to play any song on any track.

COMMENTS: Kyle—*You spend a lot of time rattling between the curbs.* Andy—*Creative course design and cutthroat competition.*





- Electronic Arts/96 Megabits
- 1 or 2 players simultaneously
- Controller and Rumble Pak compatible
- Passwords
- Hidden Cars



HOW IT RATES

The E rating from the ESRB carries the tag line: Mild Animated Violence because cars blow up. Since only toy cars take the damage, even a mild violence description seems overblown.



GRAPHICS 7.0

PLAY CONTROL 7.3

GAME DESIGN 7.3

SAT. 7.5

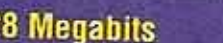
SOUND 7.0

NINTENDO POWER STAFF SCORES

8.2 → Andy
7.7 → Scott
7.2 → Jason
7.1 → Kyle
6.4 → Nate

NINTENDO 64

WINBACK



GoldenEye fans, prepare to party.

GRAPHICS: Winback has the look of a cinematic thriller along the lines of GoldenEye 007 and Mission: Impossible. The camera control is twitchy, but the character animation is excellent.
PLAY CONTROL: Some players will love Winback's controls while others will hate them. The bad news is that the controls aren't intuitive and there's no strafing maneuver. The good news is that you don't need the strafing move because you have incredible dodging and spinout moves.
GAME DESIGN: The missions are fairly standard covert ops: pick up ammo and weapons and work through mazes filled with traps and enemies. You have to use your head and any available cover. The Multiplayer Mode has six variations.
SATISFACTION: Expect tons of gunplay and intermittent cinema scenes. The plot has twists, the action is intense, and the multiplayer game is a blast.
SOUND: The music is catchy and well-suited to the game. The sound effects are generally realistic. The use of voice is limited.
COMMENTS: Scott—*Once I got the controls down, I was captivated by the realistic feeling of the game. Unfortunately, all the areas looked the same.* Nate—*Camera control is atrocious. It's almost impossible to hit distant targets.*

- Koei/128 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible

OVERALL 7.2 RATING

GRAPHICS 7.6
PLAY CONTROL 6.8
GAME DESIGN 7.2
SAT. 7.2
SOUND 6.8



HOW IT RATES
Winback was nailed by the ESRB with a T rating and the following descriptors: animated violence and mild profanity. The death animations are realistic although bloodless. The mild profanity appears in text boxes.

NINTENDO POWER STAFF SCORES
7.7 → Sonja
7.6 → Andy
7.4 → Scott
6.7 → Nate
6.6 → Kyle

NINTENDO 64

ROAD RASH 64





A big thrashing game rumbles on the N64.

GRAPHICS: RR 64 presents a mixed bag of graphics. The sense of speed and the fogless horizon are two of the most appealing aspects. The bikers and bikes have necessarily low polygon counts since there are so many on the screen at one time. Some animations, such as the bike flips, are terrific, but others seem simple.
PLAY CONTROL: Rash is an easy rider. The bikes handle smoothly and attacks are a simple matter of hitting a C Button.
GAME DESIGN: The Big Game Mode presents increasing levels of difficulty for single riders, but the most fun will be had when two or more players take their rage to the road. Multiplayer modes, such as Tag and Ped Hunt, offer lots of variety.
SATISFACTION: If you want to play the game primarily as a one-player game, the tracks and action won't give you lots of variety. Rash really shines as a multiplayer game that's easy to learn and full of attitude.
SOUND: The music fits right in with the game and includes lyrics, but the limited use of voices is disappointing.
COMMENTS: Scott—*The five arena tracks in multiplayer mode are the best.* Andy—*I feel kind of guilty, but it's totally fun to be a crazed lunatic on the road.* Nate—*The thrash soundtrack is perfect. More jumps!*





- THQ/256 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible

OVERALL 7.2 RATING

GRAPHICS 6.0
PLAY CONTROL 7.3
GAME DESIGN 7.3
SAT. 7.3
SOUND 8.3



HOW IT RATES
There's no disguising the beating that Road Rash deals out, and the ESRB noted this with a T rating and the descriptor "animated violence." Even so, there's no actual blood or carnage on the screen.

NINTENDO POWER STAFF SCORES
8.5 → Andy
7.7 → Scott
6.9 → Jason
6.7 → Nate
6.0 → Kyle




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NINTENDO 64

NASCAR 2000



OVERALL 6.8 RATING

NASCAR is back on track for 2000.

GRAPHICS: Every area of NASCAR 2000 has been improved over last year's game. The frame rate is now smooth enough to suggest a real sense of speed. The cars look good and show damage after accidents. Another realistic effect is that tire marks remain on the track.
PLAY CONTROL: Greatly improved over last year's NASCAR, the handling for NASCAR 2000 feels tighter and more responsive. You actually seem to feel the banking of turns.
GAME DESIGN: This is just an enhanced version of the first N64 NASCAR title, but it is definitely the better of the two. Nineteen major Cup series tracks are included for one or two-player races. Players can drive for an entire season or hit the Quick Race.
SATISFACTION: NASCAR fans should be much happier with the performance of this racer because of its improved graphics and play control. You can even choose The King, Richard Petty, and his legendary #43 car.
SOUND: The engine and road noise sound realistic. The quality of the commentary and other voice options is also fairly high.
COMMENTS: Scott—*A real step up from last year's awkward game.* Andy—*You can go the distance with 400 laps.* Nate—*Almost as boring as watching real NASCAR.*



- EA Sports/96 Megabits
- 1 or 2 players simultaneously
- Controller and Rumble Pak compatible
- All Winston Cup races
- Top current drivers





HOW IT RATES
It should come as no surprise that the ESRB awarded NASCAR 2000 with a solid E rating and no descriptors. True, cars can crash, but there's no hint or suggestion of drivers being hurt.

GRAPHICS 7.2
PLAY CONTROL 7.2
GAME DESIGN 6.2
SAT. 6.6
SOUND 7.2

NINTENDO POWER STAFF SCORES
7.8 → Jason
7.5 → Andy
7.2 → Dan
6.8 → Scott
4.8 → Nate

GAME BOY COLOR

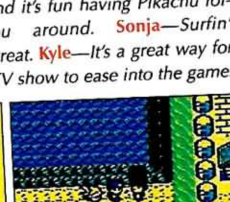
POKéMON YELLOW



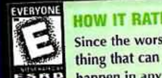
OVERALL 8.0 RATING

Pikachu stars in the latest version of Pokémon.

GRAPHICS: Although Pokémon Yellow isn't optimized for Game Boy Color, it does have a colorful introduction and a nice yellow tint to Pikachu. In this game, Pickachu refuses to be stored in a PokéBall and follows Ash at all times. Also, the Pokémon that have appeared in the TV show look more like the TV versions than they did in Blue and Red.
PLAY CONTROL: Play control is the same as it is in the Blue and Red versions. Character movement and menu controls are all easy.
GAME DESIGN: Yellow is considered the TV version of Pokémon because you begin the game with Pikachu. With the proper data, you can access special events that appear only in Yellow. Yellow trainers can fight Pokémon and trade with Blue and Red trainers.
SATISFACTION: Although Pokémon Yellow is considered slightly easier than the previous two versions, the games have far more similarities than differences. Yellow is a fun variation particularly suited for fans of the TV show.
SOUND: As in the previous versions, the music and sound effects are fairly good.
COMMENTS: Scott—*I prefer the graphics in Yellow, and it's fun having Pikachu following you around.* Sonja—*Surfin' Pikachu is great.* Kyle—*It's a great way for fans of the TV show to ease into the game.*



- Nintendo/1 Megabit
- 1 player
- Game Link battle and trading
- Compatible with Red and Blue versions

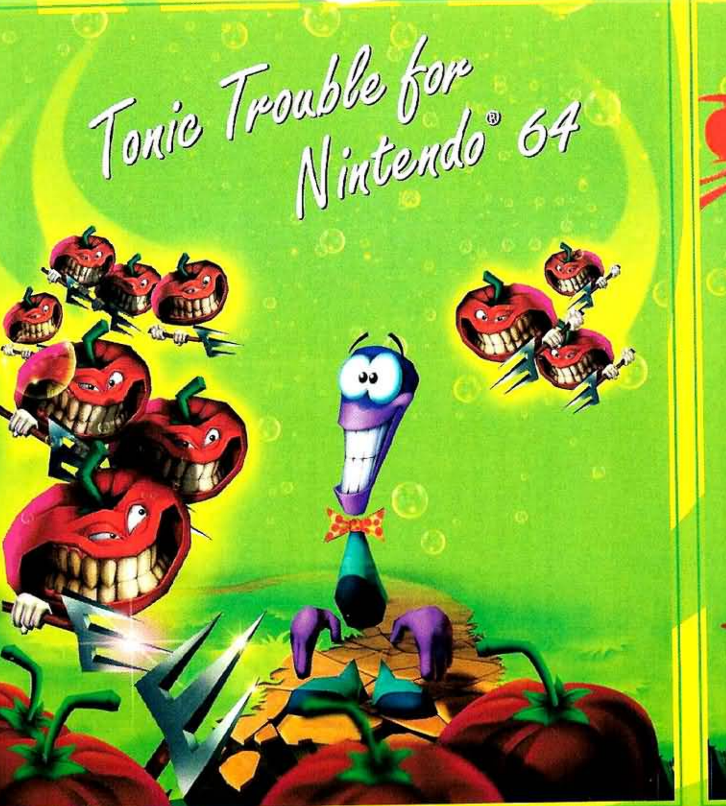




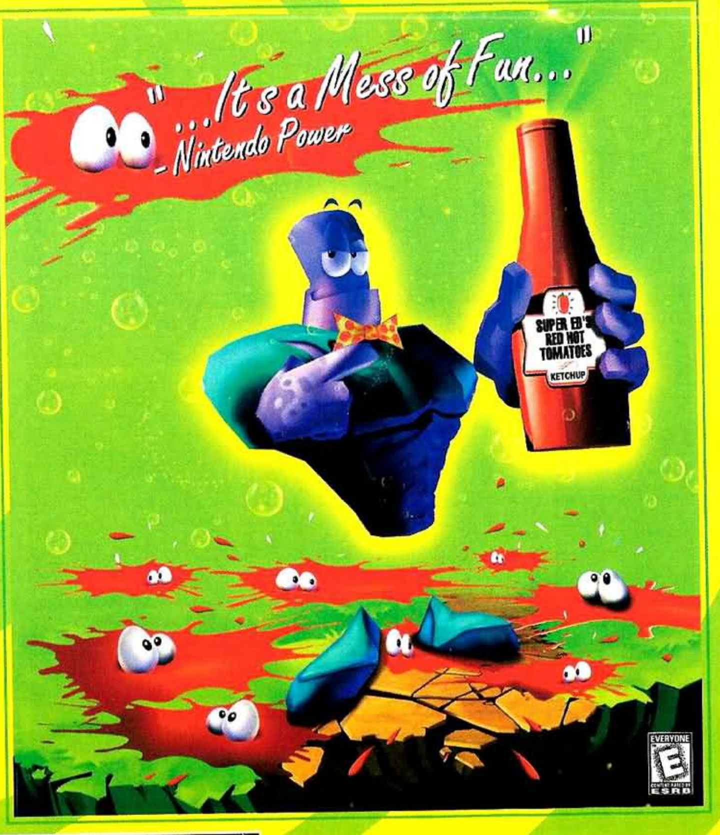
HOW IT RATES
Since the worst thing that can happen in any Pokémon game is that a Pokémon can faint, the ESRB awarded the Yellow version with an E and no warning descriptors at all.

GRAPHICS 7.4
PLAY CONTROL 7.8
GAME DESIGN 8.6
SAT. 8.4
SOUND 6.6

NINTENDO POWER STAFF SCORES
8.9 → Andy
8.8 → Kyle
8.8 → Scott
6.7 → Nate
6.6 → Sonja



Tonic Trouble for
Nintendo® 64



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- Nintendo Power
SUPER ED'S
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TOMATOES
KETCHUP
EVERYONE
E
ESRB

NINTENDO 64



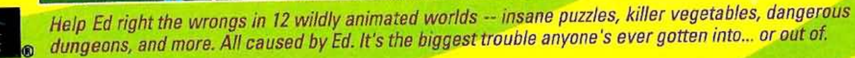




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GAME BOY COLOR

MISSILE COMMAND

Defend cities with this classic on Game Boy Color.

GRAPHICS: Like the original arcade game, Missile Command for Game Boy Color features simple graphics, and the use of color makes it easy to see incoming missiles and alien ships overhead. The city backgrounds are fairly good.

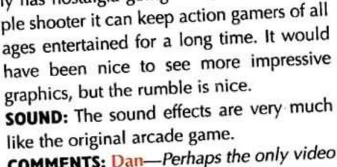
PLAY CONTROL: The cursor control is fast enough to get the job done, and the cursor is easy to see against most backgrounds. The control feels very much like that in the original game.

GAME DESIGN: This arcade classic is a simple shooter like Space Invaders, but the trick is to lead the missiles and set up clouds of chaff that will take out multiple targets. The big innovation in this particular game is the use of the Game Boy Rumble feature. The rumble of explosions lets you know when you've messed up.

SATISFACTION: Missile Command definitely has nostalgia going for it, and as a simple shooter it can keep action gamers of all ages entertained for a long time. It would have been nice to see more impressive graphics, but the rumble is nice.

SOUND: The sound effects are very much like the original arcade game.

COMMENTS: Dan—*Perhaps the only video game that can truly be called a relic of the Cold War. It's a total classic.* Nate—*The reproduction is almost perfect, and the improved backgrounds, explosions and Rumble Feature are welcome additions.*





OVERALL RATING 6.4

- Majesco/8 Megabits
- 1 or 2 players alternating
- Rumble feature
- High scores

GRAPHICS 5.6
PLAY CONTROL 7.0
GAME DESIGN 6.4
SAT. 6.8
SOUND 5.5



HOW IT RATES
Missile Command hadn't been rated by the ESRB at press time, but we expect it will receive an E rating. There is no on-screen violence, but the game is about defending cities against missile attacks.

NINTENDO POWER STAFF SCORES
- 7.6 → Scott
- 7.4 → Dan
- 7.0 → Nate
- 5.4 → Andy
- 4.5 → Ed

GAME BOY COLOR

HOLE IN ONE GOLF

Hole In One's green is green on Game Boy Color.

GRAPHICS: The graphics are the strength of this little linkster from Natsume. You can easily tell the different types of terrain. On the greens, the arrows that indicate slope are difficult to decipher. Some of the screen changes take too long.

PLAY CONTROL: Hole In One uses a swing meter for strength and a ball cursor for position. You can select clubs and move the view, but you can't move the target indicator.

GAME DESIGN: Three courses were included in Hole In One, so the variety is nice. You can play a tournament or match play, or Game Link for a two-player match. One oddity is that from time to time little creatures scamper onto the course and move your ball along. The Rumble feature doesn't add much value.

SATISFACTION: Hole In One will probably be something of a disappointment to avid golfers since it's less realistic than many golf games. The play control should have more precision, as well.

SOUND: The repetitive music is about as irritating as you can imagine.

COMMENTS: Scott—*I'm still waiting for Mario Golf for Game Boy Color, and you should, too.* Dan—*Short putts were very difficult. The Rumble Feature didn't add much to the game.* Nate—*Good use of color and great iron and driver control.*





OVERALL RATING 5.6

- Natsume/8 Megabits
- 1 or 2 players alternating
- Battery-backed memory
- Game Link compatible
- Rumble feature

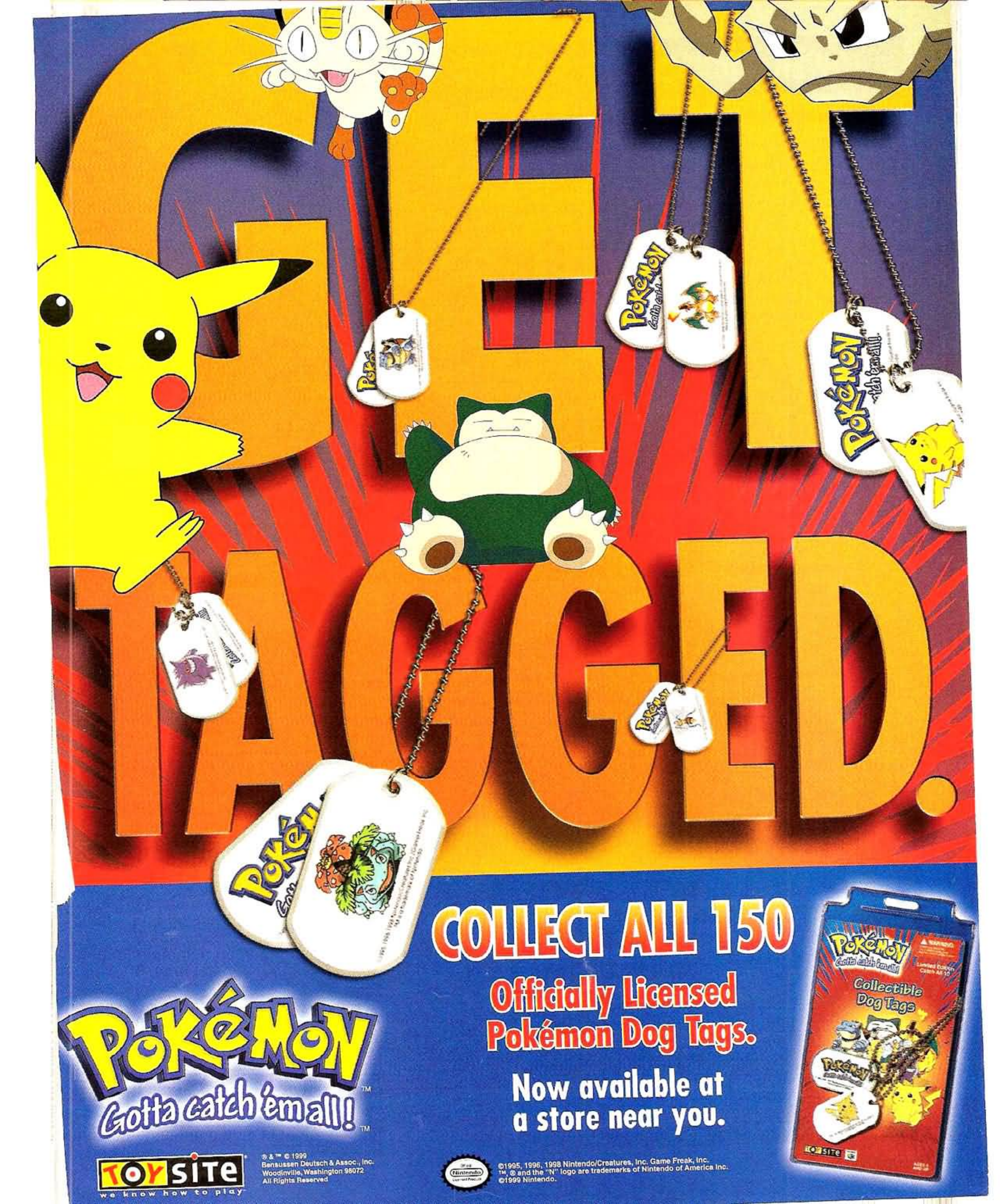
GRAPHICS 6.0
PLAY CONTROL 5.0
GAME DESIGN 5.8
SAT. 5.6
SOUND 5.4





HOW IT RATES
This golf game wasn't rated since it is just a colorized version of an older game. If it had been, it would've received an E unless hitting a golf ball is considered a violent act.

NINTENDO POWER STAFF SCORES
- 6.3 → Andy
- 6.1 → Dan
- 5.9 → Nate
- 5.0 → Sonja
- 4.8 → Scott


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Collectible
Dog Tags

GAME BOY COLOR

TOWER: LORD BANIFF'S DECEIT

The dungeon doors are open for Game Boy Color.

GRAPHICS: Tower follows the traditional pattern of American first-person RPG games such as Dungeon Magic. In this game, the action takes place in a view window on the upper left while spells, equipped items and messages appear around the edges. Once you know what's going on, it's fairly easy to understand the layout, but it's not very intuitive. The small size of the window means less detailed graphics.

PLAY CONTROL: Movement through the dungeons is a simple matter in this game, but selecting items and spells is not. Casual players will probably find the menu system frustrating. If RPG fans spend the time to learn how the interface works, they'll have an easy time of it.

GAME DESIGN: This is a no-frills RPG with fighting, spells and exploration but too little story for its own good.

SATISFACTION: This game will appeal only to die-hard RPG fans who haven't been getting their fill on Game Boy Color.

SOUND: Simple sounds are about all that you'll find in Tower. They can be useful, but the quality is poor.

COMMENTS: Scott—*This one is for the hardcore RPG fan. The interface could use some work, and the lack of cinema scenes was disappointing. Most of the setup story is in the manual.* Ed—*The map is virtually useless.*





- Telegames/8 Megabits
- 1 player
- 2 Game Save slots
- 4 hero characters
- Real-time fighting

OVERALL RATING **5.3**

GRAPHICS 5.4
PLAY CONTROL 5.4
GAME DESIGN 5.4
SAT. 5.0
SOUND 5.2



HOW IT RATES

Tower wasn't rated at press time, but we expect it will receive an E rating with a descriptor of animated violence. Although the graphics are fairly undetailed, there is a hint of blood during battles.

NINTENDO POWER **STAFF SCORES**

- 6.7 → Andy
- 5.9 → Nate
- 5.6 → Ed
- 5.3 → Scott
- 3.0 → Armond

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ANDY: Action, Adventures, Puzzles
ARMOND: Fighting, RPGs, Adventures
DAN: Action, Adventures, Sports
ED: Sports, Puzzles, Action
HENRY: Fighting, Action, Sports
JASON: Adventures, Action, Puzzles
KYLE: Sports, Simulations, Puzzles
NATE: Adventure, Action, Sports
SCOTT: Sports, Simulations, Adventures
SONJA: Puzzles, RPGs, Fighting

RATINGS

Each rating category is weighted to reflect its overall importance when evaluating the games. We feel that Satisfaction and Game Design are the most important categories, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GRAPHICS 20%
PLAY CONTROL 20%
GAME DESIGN 25%
SATISFACTION 25%
SOUND 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.



Games that were released prior to the commencement of the ratings system are designated NR.



All Ages

Early Childhood



Teen (13+)

Mature (17+)



Adult (18+)



Explore Spaceworld '99.

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

WWF WRESTLEMANIA 2000

THQ is back in the ring.

TUROK: RAGE WARS

It's aggression therapy on the N64.

EARTHWORM JIM 3D

Opening a new can of Jim.

DRAGON WARRIOR MONSTERS

A monster from Japan is on its way.

NEW ADVANCE IN GAME BOY TECHNOLOGY

Nintendo stunned the gaming and digital communications industries at September's ECTS trade show in London by announcing plans to release a new, 32-bit Game Boy system in August of 2000 in Japan and by the end of the year in North America. The new handheld system is tentatively called Game Boy Advance. It features a powerful 32-bit RISC CPU, designed by ARM in the U.K., and a reflective TFT Color LCD screen. ARM is best known for designing CPUs for portable phones. If this seems almost too good to be true, we haven't even started. Game Boy Advance is designed to be connected to the Internet. In effect, Game Boy Advance will be a personal communications terminal as well as a next generation gaming system. Nintendo Co. Ltd. Chairman Hiroshi Yamauchi sees it as a way to explore new areas of multiplayer gaming. And if that sounds exciting, get this: digital cameras, available separately, will allow Game Boy Advance users to see each other during chat or game sessions. So Game Boy Advance is a game system, an Internet device, and a video link! There's no word on pricing at this time except that it will be a mass market price point.

In a related story, Nintendo and Konami announced the creation of a joint venture company, Mobile 21, to develop software for the Game Boy Advance. Although no titles have been announced yet, sources at Nintendo confirmed that development kits will be available this fall and that the hardware was designed to emphasize Internet capabilities. A separate Game Boy Color phone adapter is scheduled for release in Japan this April, and Mobile 21 will provide software for that upgrade. In addition, the new company plans to develop software that can be used with Dolphin and Game Boy Advance. It's a brave new world, and Nintendo and its partners are leading the advance.

CPU:
Memory embedded 32-bit RISC CPU (CPU core design by ARM)

LCD:
Reflective TFT Color LCD

Display Size:
Height 40.8mm/Width 61.2mm

Resolution:
240 x 160 pixels

Maximum colors to be displayed simultaneously:
65,000

Approximate Size:
Height 80mm/ Width 135mm/ Depth 25mm

Approximate Weight:
140g

Power Supply:
2 AA Alkaline batteries

Battery life:
20 hours of continuous play

Launch date:
August 2000 in Japan, late 4th quarter in North America

Suggested Retail Price:
To be announced

PLAY-PER-VIEW WITH THQ'S WRESTLEMANIA 2000

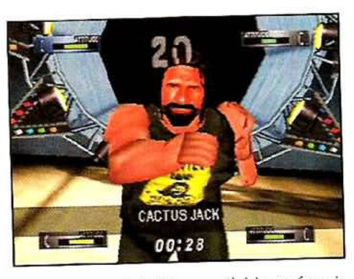
It's the beginning of a new millennium and the dawn of a golden age for professional wrestling. The wrestlers have become superstars and the audiences are rabid. Pay-Per-View rules the cable landscape across North America. But all that is about to change, because an old champion in a new costume is about to enter the ring. THQ's Wrestlemania 2000 for the N64 hopes to thrash the competition by offering the biggest, baddest, meanest, fattest, coolest, raddest wrestling game in the known universe. And if you don't believe us, just listen to this.

They show no mercy

Their track record includes back-to-back best fighting game of the year awards from the Academy of Interactive Arts and Sciences. They've sold millions of games in North America and Japan. But none of that is enough for THQ and Aki Corporation. They want it all, and they're doing everything in their power to get it. The brilliant development group at Aki in Japan has taken the next leap in wrestling simulation by giving players access to the very nuts and bolts of the game in WWF Wrestlemania 2000.







The amount of fiddling available to fans is frightening. You can design every aspect of a wrestler, create your own pay-per-view events and belts, call for all sorts of entrances, taunts and interruptions, and throw in the most incredible moves and responses to moves that modern science can provide. In reality, Wrestlemania 2000 burrows beneath the surface of the characters to the game engine that runs all of the moves and reactions. The result is a game in which you can virtually program a new wrestler with all the tools used by the development team. If preprogrammed characters like Stone Cold Steve Austin and The Rock can do it in the game, then your custom wrestler will be able to do it, too.

A tag team made in heaven

Question: What could be better than the best wrestling engine in the world combined with the hottest wrestling federation in the world? Answer: Nothing. THQ and the WWF have proven themselves to be champions in their own fields, and Wrestlemania 2000 is set to show the world that two rights can make no wrong. The animation for every WWF wrestler is taken directly from video footage, unlike the mo-cap data of other games that use just a few wrestlers. That means that every wrestler not only looks like the real deal, but moves and acts like the live guys. Actual video footage was used in the entrance sequences, as well, and the appropriate music blasts over the howling of the crowd. Best of all, the THQ/WWF partnership is here for the long term, so we can expect THQ/WWF masterpieces for years to come. Did we hear anyone say, "Dolphin?"

Hands-down incredible

The grappling style of play from THQ's previous WCW titles has been retained in WWF Wrestlemania 2000. The result is a type of play control that anyone can understand intuitively but that also contains levels of depth for veterans and master players to explore. Inside the ring, the action is fast and furious, and anything goes. Don't be surprised if other WWF members materialize from the crowd and enter the fray. Modes include Exhibition, King of the Ring (for up to 16 players), Road to WrestleMania, Pay-Per-View and Royal Rumble. Tag team matches and royal rumbles for as many as four players to play simultaneously are supported in all the major venues of the WWF, such as Raw is War, Summer Slam and, of course, WrestleMania. All of this and Vince McMahon, too. For wrestling fans, the golden age is about to come home. Play-Per-View begins this November. Stay tuned for more.





WWF=raw, metal, smackdown, stone cold rock

Pak Play

Hands-on previews of upcoming games.

RED STORM IN SIGHT, PLAYER'S DELIGHT

The mission seemed nearly impossible—create an N64 version of the award-winning PC game, Rainbow Six, including the strategic complexities of planning missions and the high-end, 3-D graphics of the original game. Pak Watch is pleased to report that the team of Red Storm Entertainment and Saffire Corporation successfully completed the mission and returned to base with a tantalizing N64 thriller. The planning stage of each mission appeared to be the toughest part to duplicate on a home console, but as it turns out, the mix of menu selections and mapping is no more difficult than creating a custom football play in NFL Blitz 2000. The action is considerably more dangerous than in Blitz, however, since one shot will finish a team member. In the first-person view, the actual missions take on an immersive quality unmatched by anything since GoldenEye. You'll find yourself hiding in bushes, sneaking along buildings, tiptoeing down hallways and holding your breath at every door. If you've read Tom Clancy's novel, which was based on the PC game, this game will put you on the page.







WORMING INTO YOUR HEART

Earthworm Jim's four worm brains are in conflict, and his worst fears and anxieties are trashing his mind. What's a worm to do? Having lost his marbles, he has to go find them again. The smarter he gets, the more doors will open up in his brain leading to new areas, challenges and absurdities. By collecting Golden Udders Jim will recharge the powers of the Sacred Cow of Contemplation, which controls the portals of Jim's psyche. To make matters worse, PsyCrow has infiltrated Jim's brain, as well. Vis Interactive has been working on EWJ for several years, but in the end they have pulled out a masterfully polished, outrageous romp that is worthy of the Earthworm Jim name. Jim's control issues have been resolved, as well. The cameras function nicely and Jim's moves include special jumps, a roll dodge, head whip and helicopter float. Jim also picks up a wacky arsenal of weapons and ammo to help him beat his brain. Rock Star plans to release this platformer in November, and we think it will make the date.







FIGHT ON, XENA

Recently at Nintendo headquarters in Redmond, Titus President Eric Caen treated your Pak Watch editors to a sneak peek at Xena: Talisman of Fate. Xena was about one month from completion, but the four-player battle was fully operational. After selecting our favorite fighters from among the popular characters from the television show, such as Xena, Gabrielle, Joxer, Callisto and Autalicus, we chose teams and entered the three-dimensional arena. Swords clashed, Xena's shakram flew, and Gabrielle's staff clubbed the heads of foes. All four players had a great view as the camera AI always kept everyone in the scene. The melee was a blast, but with new special graphics effects and voices still to come, the finished game should be even better. The game will be nearing completion as you read this and will be released in mid-November.

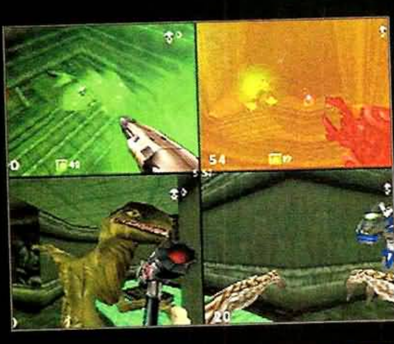




TUROK KICKS BOT

Turok 2 may have seemed a bit much for some players, but Turok: Rage Wars concentrates on just the fun stuff from Turok 2. In an early, playable version of Rage Wars, your Pak Watch crew enjoyed hunting each other through dungeons, collecting outlandish weapons and fragging everything in sight. You can choose any of over a dozen Turok characters, such as Turok, Edon, a Raptor and hidden characters. Each stage in the single-player game is an arena-type match against intelligent bots. But the real thrill of Rage Wars is as a multiplayer game, which can also be played cooperatively. Acclaim plans to release this party animal by the end of the year.









A multiplayer game to challenge GoldenEye?

Pak Wrap

Highlights from Spaceworld in Tokyo, Japan

NINTENDO SPACEWORLD '99

The scene in Tokyo, Japan during Spaceworld in late August can be summed up in two words: absolute madness. Unlike E3, which is a press- and industry-only event for developers to show off their latest games, Spaceworld is a consumer expo that allows the public to check out Nintendo's lineup free of charge. Needless to say, the turnout was huge, with well over 170,000 gamers turning out over three days. The games were a mixed bag—plenty of N64 and Game Boy Color titles, along with several 64DD games that will debut in Japan in December. But all of that became secondary the moment we heard the siren call of the land of Hyrule.



Zelda Gaiden



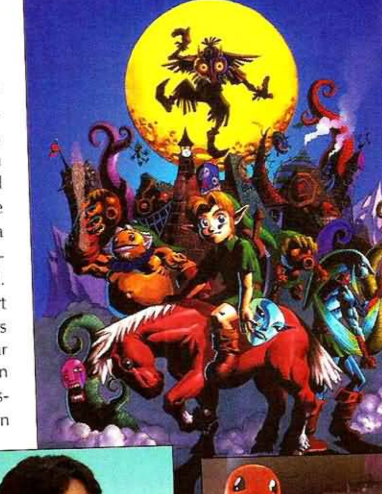
Zelda Gaiden



Zelda Gaiden

The Legend Continues..

Zelda Gaiden called up images of Ocarina of Time, but it was evident that the frame-rates and graphics had improved. Between our gameplay and a long chat with Shigeru Miyamoto, Zelda's creator, we determined a number of tantalizing details about the story. Mere months after the end of Ocarina of Time, Link chases a Skull Kid into another dimension, only to find a doomed world. The moon is falling, and Link has a short time to stop it. It's not as cut and dried as that, though. Mr. Miyamoto made it clear that the world will be in constant motion regardless of whether or not you're witnessing events—the game will require an Expansion Pak to handle this amount of action. Although it was unclear exactly how it would work, it seems that as you achieve certain tasks, you push back the timetable to buy the world some time. You must make use of masks, as well. By transforming into a Goron, Link will be able to roll at high speeds, move heavy objects and walk through lava. As a Zora he'll swim at high speeds, and as a Deku Scrub he'll be able to fire bubbles and hover using huge flowers. There were races, puzzles, and new moves for Link—and that was only on N64. We also saw a Game Boy game, tentatively titled Zelda: Fruit of the Mysterious Tree, that will be one of three related titles (one of which will be the original NES Zelda). The game itself looks exciting—Link wields a Rod of Seasons that changes the landscape through four seasons—but more exciting were veiled hints from Mr. Miyamoto that the three games will be linked somehow...



Shigeru Miyamoto



As you can see from the artwork above, Link is heading into a carnival world of bizarre masks and lunatic enemies in Zelda Gaiden. Although Mr. Miyamoto will be taking more of a producer role in this game, he expressed a lot of pride and confidence in his team.



THE BEST OF THE REST


Kirby's Star 64

Our favorite pink hero fights an evil eye that possesses his friends in this 3-D side-scroller. We got Kirby to spout magma volcano-style, turn into a bomb, grow spikes, catch fire, and blow ice—and that's the tip of the iceberg.


Mother 3 (Earthbound 64)

The long-anticipated N64 incarnation of Earthbound was rife with long, impressive cinema scenes and battle animations to die for. It's due out in Japan in the first quarter of 2000, but no word yet on a U.S. release...


Mario Party 2

The sequel to last year's smash multiplayer hit featured tons of new boards, including western and pirate themes, and all-new minigames. We saw everything from a foozball game to a Mario Kart-like, split-screen tank battle.


Custom Robo

This unique battle game has not been announced for the U.S. market, but after playing it, we hope it will be. Players customize miniature robots with fierce gear and then set them against each other on small battle arenas. Very cool.


Super Mario RPG 2

We couldn't take our eyes off the novel look of this sequel. With 2-D characters inhabiting a 3-D environment, it presents a totally unique graphical presentation. Fans of the first Mario RPG will love the new look.


Doshin: The Giant 1

A DD title that we earnestly hope might convert to the N64, Doshin is alternately a village's best pal and its worst nightmare. You can alter the entire landscape by helping people with Yellow Doshin or ripping the earth up as Evil Doshin.



Pokémon Gold and Silver

Slated for release in Japan this November, the two new Pokémon games include at least 100 new Pokémon above the original 150. Word is, the new Pokémon will have genders, and so there may be new species beyond that number...

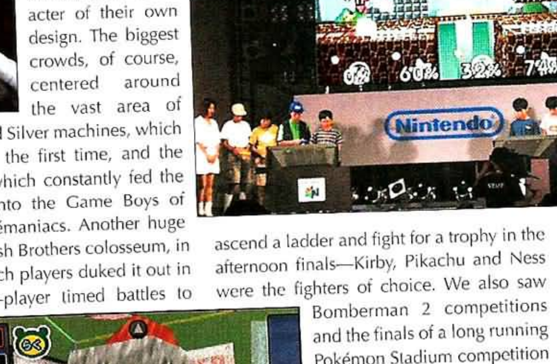

Mr. Itoi's Bass Fishing

Although the prototype fishing rod controller was merely displayed and not yet functional, this fishing game still impressed the crowd with excellent control and beautiful underwater graphics of the fight between man and fish.

One Big Party



There were plenty of other titles on the show floor, many of which will never make it to North America. Others weren't anything particularly new—there was a lot of fanfare around Donkey Kong 64, but both it and Perfect Dark were in the same state as at E3. There were also huge crowds milling about the 64DD area, and there were plenty of cool games besides Doshin: The Giant 1 on display. We saw Simcity 64, which allows you to actually go into your creations instead of just viewing from above, and F-Zero eXpansion kit, which gives you a car and track editor option. Talent Studio drew hordes of kids, as they could input their faces into the game through a Game Boy Camera and then plaster it onto an animated character of their own design. The biggest crowds, of course, centered around the vast area of Pokémon Gold and Silver machines, which were playable for the first time, and the Mew Giveaway, which constantly fed the 151st Pokémon into the Game Boys of thousands of Pokémaniacs. Another huge draw was the Smash Brothers colosseum, in which players duked it out in four-player timed battles to ascend a ladder and fight for a trophy in the afternoon finals—Kirby, Pikachu and Ness were the fighters of choice. We also saw Bomberman 2 competitions and the finals of a long running Pokémon Stadium competition that drew regional champs from all over Japan. All in all, it was three days of gaming mayhem and a sweet glimpse of what may be.



Zelda: Fruit of the Mysterious Tree


Talent Studio

Pak Peeks

What's breaking in the world of games.

Monster Masters

Dragon Warrior Monsters–Terry's Wonderland, Enix's phenomenal success in Japan, is coming to North America thanks to Eidos Interactive. Based in the Dragon Warrior world, DW Monsters is actually more like a Pokémon game than a traditional DW game. Terry, the hero, is trying to rescue his


Dragon Warrior

sister, but he must fight monsters with monsters to win her back. The worlds he enters are randomly generated, so each time he ventures into a world, it's different. Another cool part of DW Monsters is that monsters can breed new monsters with special abilities. You can even use a Game Link Cable to set up marriages between your monsters and those of your friends to get new baby monsters. Also like Pokémon, players can enter their monsters in arena battles via Game Link. Eidos hopes to complete the English translation and release the game by the end of the year.

WCW comes to Game Boy

Electronic Arts gave Pak Watch exclusive first screen shots of WCW Mayhem. Players



WCW Mayhem

will be able to choose from 12 WCW wrestlers: Goldberg, Hollywood Hogan, Sting, Kevin Nash, "Macho Man" Randy Savage, Ric Flair, Diamond Dallas Page, Booker T, Bret Hart, Bam Bam Bigelow, Buff Bagwell and Lex Luger. The game will support Game Link multiplayer matches and out-of-the-ring arenas. The game should be completed before the end of the year by Adrenalin Studios.

When rats attack

Mindscape's first N64 title, Rat Attack, is truly a game of cat and mouse. You're the cat in a room full of scampering mice and various items, including lots of boxes. Your


Rat Attack

job is to round up the mice by placing the boxes strategically to capture the wily rodents. It's a wild action puzzle with an interesting top-down perspective. Mindscape hopes to complete the game for a November or December release. Judging from our early version of Rat Attack, we predict a December launch date.

Carnage with style

What Interplay's Carmageddon for the N64 lacks in taste, it makes up for in zombie gore. Yes, if you enjoy green guts spilling


Carmageddon

over the grill of your race car, this game is for you. Style points can add to your total if you discover particularly colorful ways of running over the unfortunate zombies, such as backing over them or landing on them after a jump. Carmageddon will surely get a Teen rating from the ESRB when it hits the stores this November.

3DO thinks small

Sometimes it's good to think small. It's certainly good for Game Boy Color fans that 3DO is making GBC versions of some of its favorite games. This month, we have exclusive screen shots of the first batch of 3DO's portable library. Army Men 2 puts Sarge through his paces in a series of action missions. BattleTanx GBC is an overhead-view shooter in which players rattle through cities in heavy armor, destroying rival gang


Battle Tanx

members in tanks. And Vegas Games is a colorful collection of casino games. All three titles should appear by the end of the year.

Minions from Midway

NBA Showtime 64 and Paperboy 64 are slated to be the next two offerings from Midway, closely followed by the N64 version of Ready-2-Rumble. Both games are nearing completion and should be released by November. Paperboy 64 is a 3-D redo of the classic arcade game that has players attempting to deliver papers despite urban hazards such as dogs and open manholes. NBA Showtime is a slick hoops simulation featuring a televised look. Ready-2-Rumble hopes to be the Punch-Out!! for next gener-





Paperboy 64

ation consoles, and from all early indications, it's a definite contender.

Pak Wrap

What else have we been playing at Pak Watch this month? There's not enough space to cover it all, but a few of our favorite recent arrivals include the following Game Boy Color titles: Earthworm Jim: Menace 2 the Galaxy, Rampage 2 Universal Tour and All-Star Tennis from Ubi Soft. For the younger crowd, an entire series of learning games from NewKidCo featuring Elmo of Sesame Street fame is due to be released on both Game Boy Color and N64 in the next several months. These games help pre-schoolers recognize numbers and letters. Ubi Soft reports that


Rampage 2

Sprocket has been renamed Rocket: Robot on Wheels. Apparently another company owned the Sprocket name. Red Storm's Rainbow Six for Game Boy Color is almost finished and, like its big brother, promises hours of intrigue and action. In next month's Pak Watch we should have the first screen shots of Star Wars: Episode 1: Racer and the Beauty and the Beast board game for Game Boy Color. Also next month Pak Watch will feature a full review of the ECTS show in London.

Donkey Kong 64

Nintendo

NBA Showtime 64



Midway

Vegas Games



3DO

Harvest Moon 64



Natsume

Supercross 2000



EA Sports

Puzzle Master



Metro3D

RELEASE FORECAST

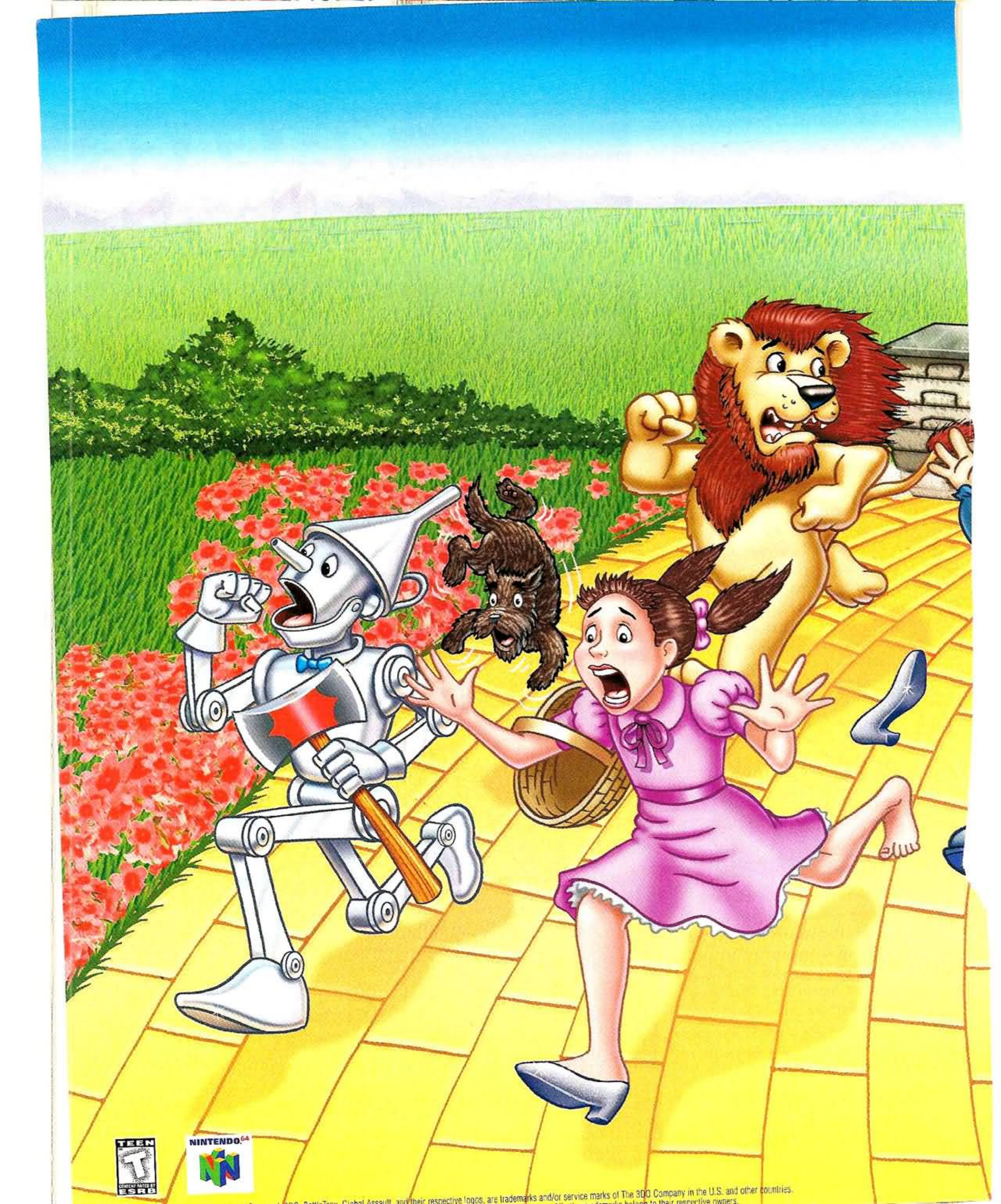
FALL 1999

- 40 WINKS
- ARMORINES
- ASTEROIDS 64
- BASSMASTERS 2000
- BATTLETANX GLOBAL ASSAULT
- CARMAGEDDON II
- CASTLEVANIA II
- CYBER TIGER 64
- DESTRUCTION DERBY 64
- DONKEY KONG 64
- EARTHWORM JIM 3D
- EXCITE BIKE 64
- HARVEST MOON 64
- HYDROTHUNDER
- HYPER-BIKE
- JEREMY MCGRATH SUPERCROSS 2000
- KOBE BRYANT IN NBA COURTSIDE 2
- MONOPOLY
- NBA JAM 2000
- NBA LIVE 2000
- NBA SHOWTIME 64
- NUCLEAR STRIKE
- PAPERBOY 64
- RAINBOW SIX
- RAT ATTACK
- RESIDENT EVIL 2
- ROADSTER TROPHY
- ROCKET: ROBOT ON WHEELS
- SPACE INVADERS
- SUPERCROSS 2000
- TAZ EXPRESS
- TOP GEAR RALLY 2
- TOY STORY 2
- TUROK: RAGE WARS
- VIGILANTE 8: SECOND OFFENSE
- WWF WRESTLEMANIA 2000
- XENA:TALISMAN OF FATE
- 1942
- ALL-STAR TENNIS
- ARMY MEN 2
- BABE & FRIENDS
- BATTLETANX
- BEAUTY & THE BEAST
- BIONIC COMMANDO
- CASTLEVANIA II
- CATWOMAN
- CATZ
- CRYSTALIS
- CROC
- DAFFY DUCK
- DEER HUNTER
- DOGZ
- DRAGON WARRIOR MONSTERS
- EWJ: MENACE 2 THE GALAXY
- GEX 3
- GHOSTS & GOBLINS
- GODZILLA
- ISS 2000
- JEFF GORDON RACING
- MEGA MAN 5
- MICKEY RACING
- NBA IN THE ZONE 2000
- NBA LIVE 2000
- NHL BLADES OF STEEL 2000
- NHL HOCKEY 2000
- TIGER WOODS GOLF
- PUZZLE MASTER
- RAMPAGE 2: UNIVERSAL TOUR
- RAMPART
- RESIDENT EVIL
- SPEEDY GONZALEZ
- STREET FIGHTER ALPHA
- TAZMANIAN RUSH
- TOY STORY 2
- VEGAS GAMES
- WCW MAYHEM
- WICKED SURFING
- YODA STORIES

FUTURE

- BATTLEZONE 64
- BRUNSWICK CIRCUIT PRO BOWLING
- DAIKATANA
- DUCK DODGERS IN THE 23 1/2 CENTURY
- EARTHWORM JIM 3D
- ETERNAL DARKNESS
- F-1 WORLD GRAND PRIX II
- HARRIER 2001
- JUNGLEBOTS
- KIRBY 64
- LOONEY TUNES: SPACE RACE
- MINI RACERS
- THE NEW ADVENTURES OF BATMAN
- NIGHTMARE CREATURES 2
- NOMENQUEST
- OGRE BATTLE 3
- PERFECT DARK
- POKéMON STADIUM
- READY-2-RUMBLE
- RIDGE RACER 64
- RIQA
- SHADOWGATE RISING
- SPIDER-MAN
- SUPER MARIO RPG 2
- TWELVE TALES: CONKER 64
- X-MEN
- WILDWATER
- WILD METAL COUNTRY
- ZELDA GAIDEN
- ALICE IN WONDERLAND
- AZURE DREAMS
- MICRO MACHINES V3
- RALLY RACING
- ROADSTERS '99
- SAN FRANCISCO RUSH
- SILICON VALLEY
- LEGEND OF ZELDA
- ZELDA: FRUIT OF THE MYSTERIOUS TREE

NINTENDO 64
GAME BOY COLOR


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and modes of destruction
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3DO™
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Coming Next Issue...

Volume 126, November 1999



In November, we blaze a trail through Rare's upcoming Donkey Kong adventure for the N64. Fantastic worlds, gobs of game play, new Kong characters—it's all ready to explode from Rare's gigantic Pak. The tie-guy himself, Diddy, Lanky, Tiny and Chunky will be there, so be ready when we swing back into Kong country!

BattleTanx Global Assault



Hardly a retread of its first carnage shooter, 3DO's BattleTanx sequel rolls in new supertanks to make wreckage in the world's great cities, and our strategies will help you survive the armored armageddon.

Kobe Bryant in NBA Courtside 2



Kobe returns in a second game with more action animations, sharper graphics, smarter AI and smoother action than ever before. Meet us on the court in November for total coaching on this hot basketball Pak.

Harvest Moon 64

Ah, the farming life! Growing crops, raising chickens, meeting neighbors—it's lots harder than it seems. Next month we'll till the fields of Natsume's new N64 take on the classic farming RPG.

And More Jet Force Gemini!

N64

1. A Bug's Life
2. AeroFighters Assault
3. AeroGauge
4. Airboardin' USA
5. All-Star Baseball '99
6. All Star Baseball 2000
7. All-Star Tennis '99
8. Army Men: Sarge's Heroes
9. Automobili Lamborghini
10. Banjo-Kazooie
11. BattleTanx
12. Beetle Adventure Racing
13. BioFreaks
14. Blast Corps
15. Blitz
16. Blitz 2000
17. Body Harvest
18. Bomberman Hero
19. Bomberman 64
20. Buck Bumble
21. Bust-A-Move 2
22. Bust-A-Move '99
23. California Speed
24. Castlevania
25. Chameleon Twist
26. Chameleon Twist 2
27. Charlie Blast's Territory
28. Chopper Attack
29. Clay Fighter 63 1/3
30. Command & Conquer 64
31. Cruis'n USA
32. Cruis'n World
33. Dark Rift
34. Deadly Arts
35. Diddy Kong Racing
36. Doom 64
37. Dual Heroes
38. Duke Nukem 3-D
39. Duke Nukem: Zero Hour
40. Extreme-G
41. Extreme-G 2
42. F-1 Pole Position 64
43. F-1 World Grand Prix
44. F-Zero X
45. FIFA '99
46. FIFA Road to World Cup '98
47. FIFA Soccer 64
48. Fighter's Destiny
49. Fighting Force 64
50. Flying Dragons
51. Forsaken
52. Fox Sports College Hoops '99
53. Gauntlet Legends
54. Gex 3: Deep Cover Gecko
55. Gex 64: Enter the Gecko
56. Glover
57. Goemon's Great Adventure
58. Golden Nugget
59. GoldenEye 007
60. GT 64 Championship Edition
61. Hexen
62. Hot Wheels
63. Hybrid Heaven
64. Iggy's Reckin' Balls
65. International Superstar Soccer '98
66. International Superstar Soccer 64
67. Jeopardy!
68. Jet Force Gemini
69. Ken Griffey Jr.'s Slugfest
70. Killer Instinct Gold
71. Knife Edge
72. Knockout Kings 2000
73. Kobe Bryant in NBA Courtside
74. The Legend of Zelda: Ocarina of Time
75. Lego Racers
76. Lode Runner 3-D
77. Mace the Dark Age
78. Madden '99
79. Madden 64
80. Madden NFL 2000
81. Magical Tetris Challenge featuring Mickey
82. Mario Golf
83. Mario Kart 64
84. Mario Party
85. Mike Piazza's StrikeZone
86. Milo's Astro Lanes
87. Mischief Makers
88. Mission: Impossible
89. MLB featuring Ken Griffey Jr.
90. MLBPA Bottom of the 9th
91. Monaco Grand Prix Racing Simulation 2
92. Monster Truck Madness
93. Mortal Kombat 4
94. Mortal Kombat Mythologies: Sub-Zero
95. Mortal Kombat Trilogy
96. Multi Racing Championship
97. Mystical Ninja Starring Goemon
98. Nagano Winter Olympics '98
99. NASCAR '99
100. NBA Hangtime
101. NBA In the Zone '98
102. NBA In the Zone '99
103. NBA Jam '99
104. NBA Live '99
105. The New Tetris
106. NFL Quarterback Club '98
107. NFL Quarterback Club '99
108. NHL Blades of Steel
109. NHL Breakaway '98
110. NHL Breakaway '99
111. NHL '99
112. NHLPA and NHL Present Gretzky's 3-D Hockey '98
113. Nightmare Creatures
114. O.D.T.
115. Off road Challenge
116. Olympic Hockey Nagano '98
117. Penny Racers
118. PilotWings 64
119. Pokémon Snap
120. Quake
121. Quake II
122. Quest 64
123. Rampage Universal Tour
124. Rampage World Tour
125. Rayman 2: The Great Escape
126. Re-Volt
127. Road Rash
128. Robotron 64
129. Rugrats Scavenger Hunt
130. Rush 2
131. San Francisco Rush: Extreme Racing
132. S.C.A.R.S.
133. Shadowgate 64
134. Shadow Man
135. Snowboard Kids
136. Snowboard Kids 2
137. South Park
138. Space Station Silicon Valley
139. Starcraft 64
140. Star Fox 64
141. Star Soldier: Vanishing Earth
142. Star Wars: Episode One: Racer
143. Star Wars: Rogue Squadron
144. Star Wars: Shadows of the Empire
145. Starshot
146. Super Mario 64
147. Super Smash Bros.
148. Superman
149. 1080° Snowboarding
150. Tetrisphere
151. Tonic Trouble
152. Top Gear Overdrive
153. Top Gear Rally
154. Triple Play 2000
155. Turok: Dinosaur Hunter
156. Turok 2: Seeds of Evil
157. Twisted Edge Snowboarding
158. Vigilante 8
159. Virtual Chess 64
160. Virtual Pool 64
161. VRally: Edition '99
162. Waialae Country Club: True Golf Classics
163. War Gods
164. Wave Race 64
165. Wayne Gretzky's 3-D Hockey
166. WCW Mayhem
167. WCW Nitro
168. WCW/nWo Revenge
169. WCW Vs. nWo: World Tour
170. Wetrix
171. Wheel of Fortune
172. Wipeout 64
173. World Cup '98
174. World Driver Championship
175. WWF Attitude
176. WWF War Zone
177. Yoshi's Story

Game Boy

178. A Bug's Life
179. All-Star Baseball 2000
180. Antz
181. Arcade Hits: Defender/Joust
182. Arcade Hits: 720 Degrees
183. Arcade Hits: Spy Hunter/Moon Patrol
184. Black Bass Lure Fishing
185. Blitz
186. Bomberman GB
187. The Bugs Bunny Crazy Castle 3
188. Bust-A-Move 2
189. Bust-a-Move '99
190. Carrot Crazy
191. Castlevania Legends
192. Chase HQ
193. Chessmaster
194. Conker's Pocket Tales
195. Donkey Kong
196. Donkey Kong Land
197. Donkey Kong 2: Diddy's Kong Quest
198. Donkey Kong Land 3
199. Dr. Mario
200. Duke Nukem
201. Final Fantasy Adventure
202. Final Fantasy Legend
203. Final Fantasy Legend II
204. Final Fantasy Legend III
205. Frogger
206. Game Boy Camera & Printer
207. Game Boy Color
208. Game & Watch Gallery
209. Game & Watch Gallery 2
210. Gex
211. Harvest Moon
212. James Bond 007
213. Ken Griffey Jr. Presents: MLB
214. Ken Griffey Jr.'s Slugfest
215. Kirby's Dream Land 2
216. Kirby's Pinball Land
217. Klax
218. Legend of the River King GB
219. Legend of the Sea King
220. The Legend of Zelda: Link's Awakening DX
221. Logical
222. Magical Tetris Challenge
223. Mega Man
224. Mega Man V
225. Men in Black
226. Metroid II: Return of Samus
227. Mickey Mouse: Magic Wand
228. Monopoly
229. Montezuma's Return
230. Mortal Kombat 4
231. Motocross Maniacs 2
232. Ms. Pac-Man
233. Mulan
234. NBA in the Zone
235. NBA Jam '99
236. NHL Blades of Steel
237. Pitfall
238. Pocket Bomberman
239. Pocket Pikachu
240. Pokémon
241. Pokémon Pinball
242. Power Quest
243. Prince of Persia
244. Quest for Camelot
245. R-Type DX
246. Rats
247. Rugrats
248. Rugrats Time Machine
249. Shadowgate Classic
250. Shanghai Pocket
251. Small Soldiers
252. Smurfs Nightmare
253. Spawn
254. Spy Vs. Spy
255. Super Breakout
256. Super Mario Land
257. Super Mario Land 2: 6 Golden Coins
258. Tarzan
259. Tetris Attack
260. Tetris DX
261. Top Gear Pocket
262. Turok 2
263. Twouble
264. Wario Land: Super Mario Land 3
265. Wario Land II
266. WWF Attitude
267. WWF Raw
268. Zebco ProBass Fishing

Upcoming Releases & Other Picks

269. 1942 (Game Boy)
270. 40 Winks (N64)
271. Alice in Wonderland (Game Boy)
272. Andretti Racing (N64)
273. Armorines (N64)
274. Army Men (Game Boy)
275. Asteroids (Game Boy)
276. Asteroids (N64)
277. Azure Dreams (Game Boy)
278. Bebe's Friends (Game Boy)
279. Bass Hunter 64 (N64)
280. Bassmasters 2000 (N64)
281. Batman and Robin (N64)
282. BattleTanx (Game Boy)
283. BattleTanx Global Assault (N64)
284. Battlezone (N64)
285. Beauty and the Beast (Game Boy)
286. Bionic Commando (Game Boy)
287. Blues Brothers 2000 (N64)
288. Bomberman 3 (N64)
289. Brunswick Circuit Pro Bowling (N64)
290. Bubble Bobble (Game Boy)
291. Caesars Palace (N64)
292. Carmageddon II: Carpocalypse Now (N64)
293. Carnivale (N64)
294. Castlevania II (Game Boy)
295. Castlevania II (N64)
296. Catwoman (Game Boy)
297. Centipede (Game Boy)
298. Chef's Luv Shack (N64)
299. Croc (Game Boy)
300. Crystalis (Game Boy)
301. CyberTiger 2000 (N64)
302. Daffy Duck (Game Boy)
303. Daikatana (N64)
304. Deer Hunter (Game Boy)
305. Déjà Vu I & II (Game Boy)
306. Destruction Derby 64 (N64)
307. Donkey Kong 64 (N64)
308. Dolphin
309. Dragon Storm (N64)
310. Duck Dodgers in the 24 1/2 Century (N64)
311. EarthBound 64 (N64)
312. Earthworm Jim 3D (N64)
313. Earthworm Jim: Menace II the Galaxy (GB)
314. Elmo in Grouchland (Game Boy)
315. Eternal Darkness (N64)
316. F1 World Grand Prix (Game Boy)
317. F1 World Grand Prix II (N64)
318. FIFA 2000 (Game Boy)
319. Ghosts & Goblins (Game Boy)
320. Godzilla (Game Boy)
321. Harrier 2001 (N64)
322. Harvest Moon (N64)
323. Hercules (N64)
324. Heroes of Might & Magic (Game Boy)
325. Hole in One Golf (Game Boy)
326. Hydro Thunder (N64)
327. Hype: The Time Quest (N64)
328. Hyper Bike (N64)
329. ISS 2000 (Game Boy)
330. Jeff Gordon Racing (N64)
331. Jeremy McGrath's Supercross 2000 (N64)
332. Junkbots (Game Boy)
333. Kirby 64 (N64)
334. Kobe Bryant in NBA Courtside 2 (N64)
335. LastLegion UX (N64)
336. Legend of the River King 64 (N64)
337. Looney Tunes (Game Boy)
338. Looney Tunes Space Race (N64)
339. Lufia: Runes Chaser (Game Boy)
340. Madden NFL 2000 (Game Boy)
341. Mario Golf (Game Boy)
342. Mega Man 5 (Game Boy)
343. Metal Gear Solid (Game Boy)
344. Mickey Racing (Game Boy)
345. MK: Special Forces (N64)
346. Monopoly (N64)
347. NBA in the Zone 2000 (N64)
348. NBA in the Zone (Game Boy)
349. NBA Jam 2000 (N64)
350. NBA Live 2000 (N64)
351. NHL 2000 (N64)
352. NHL Blades of Steel 2000 (Game Boy)
353. NHL Blades of Steel 2000 (N64)
354. Nightmare Creatures 2 (N64)
355. Nonconquest (N64)
356. Nuclear Strike (N64)
357. Ogre Battle 3 (N64)
358. Paperboy (Game Boy)
359. Paperboy 64 (N64)
360. Perfect Dark (N64)
361. Pocket Bowling (Game Boy)
362. Pokémon Stadium (N64)
363. Pokémon Yellow (Game Boy)
364. Polaris's Snowcross (N64)
365. Puzzle Master (Game Boy)
366. Quest RPG: Brian's Journey (Game Boy
367. Rainbow Six (Game Boy)
368. Rainbow Six (N64)
369. Rally Racing (Game Boy)
370. Rat Attack (N64)
371. Ready 2 Rumble (N64)
372. Resident Evil (Game Boy)
373. Resident Evil 2 (N64)
374. Ridge Racer 64 (N64)
375. Riqa (N64)
376. Rocket (N64)
377. San Francisco Rush (Game Boy)
378. Shadowgate Rising (N64)
379. Shamus 2000 (N64)
380. SimCity (N64)
381. South Park Rally (N64)
382. Space Invaders (N64)
383. Space Station Silicon Valley (Game Boy)
384. Speedy Gonzales (Game Boy)
385. Spiderman (N64)
386. Street Fighter Alpha (Game Boy)
387. Super Mario Adventure (N64)
388. Super Mario 64 2 (N64)
389. Supercross 2000 (N64)
390. Survival Kids (Game Boy)
391. Tamagotchi (N64)
392. Tar Express (N64)
393. Tazmanian Rush (Game Boy)
394. Tiger Woods (Game Boy)
395. Titus Jr. (Game Boy)
396. Top Gear Rally 2 (N64)
397. Toy Story 2 (Game Boy)
398. Toy Story 2 (N64)
399. Transfer Pak
400. Turok: Rage Wars (N64)
401. Twelve Tales: Conker 64 (N64)
402. Vegas Games 2000 (Game Boy)
403. Vigilante 8: Second Offense (N64)
404. Wicked Surfing (Game Boy)
405. Wild Metal Country (N64)
406. Wildwaters (N64)
407. WinBack (N64)
408. Wrestlemania 2000 (N64)
409. Xena: Talisman of Fate (N64)
410. X-Men (N64)
411. Yar's Revenge (Game Boy)
412. Yoda Stories (Game Boy)

NP BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below:

Volume 124 (Sept. '99): Jet Force Gemini Preview, Gauntlet Legends, Hybrid Heaven–Part 2, NFL Blitz 2000, Gex 3: Deep Cover Gecko, Re-Volt, Shadow Man, Madden NFL 2000 Vs. NFL Quarterback Club, Sprocket Preview, Starcraft Preview, Tarzan (GB), Revelations: The Demon Slayer (GB), Looney Tunes (GB), Déjà Vu I & II (GB), Player's Choice Strategies.

Volume 123 (Aug. '99): Hybrid Heaven, WWF Attitude, World Driver: Championship–Part 2, Army Men: Sarge's Heroes Special, Mario Golf, Command & Conquer, Gex 3: Deep Cover Gecko Preview, Bass Hunter 64, Duke Nukem: Zero Hour, LEGO Racer, Monster Truck Madness, Spawn (GB).

Volume 122 (July '99): World Driver: Championship, Quake II, *Star Wars*: Episode I: Racer Review–Part 2, Command & Conquer, Hybrid Heaven Preview, Inside E3: The Future of Nintendo, The New Tetris, Rugrats: Scavenger Hunt, Mario Golf Preview, Shadow Man Preview, Ken Griffey Jr.'s Slugfest (GB), Pokémon Pinball (GB), Duke Nukem (GB).

Volume 121 (June '99): Pokémon Snap, Ken Griffey Jr.'s Slugfest, A Bug's Life, WWF Attitude Preview, *Star Wars*: Episode I: Racer Review–Part I, V-Rally Edition '99, Behind the Scenes at Left Field Productions, World Driver: Championship Preview, Monaco Grand Prix, Conker's Pocket Tales, R-Type DX, All-Star Baseball 2000 (GB), Join the Power Panel.

Volume 120 (May '99): Guide to E3, *Star Wars*: Episode I: Racer Preview, 1998 Nintendo Power Award Winners, Superman, All-Star Baseball 2000 (N64), Shadowgate 64: Trials of the Four Towers, All-Star Tennis '99, Bust-A-Move '99, Ken Griffey Jr.'s Slugfest Preview, Airboardin' USA, Pokémon Snap Preview, Conker's Pocket Tales Preview, Game Boy Color Games, Super Mario Bros. Deluxe.

Volume 119 (Apr. '99): Beetle Adventure Racing, Super Smash Bros., Triple Play 2000, O.D.T., Global Gaming Special, Goemon's Great Adventure, MLBPA Bottom of the 9th, Lode Runner 64, Starshot: Space Circus Fever, NBA In the Zone '99, A Bug's Life Preview, Midway Arcade Hits, Re-Volt Preview, Y2K Exposé, First Edition of PokéCenter.

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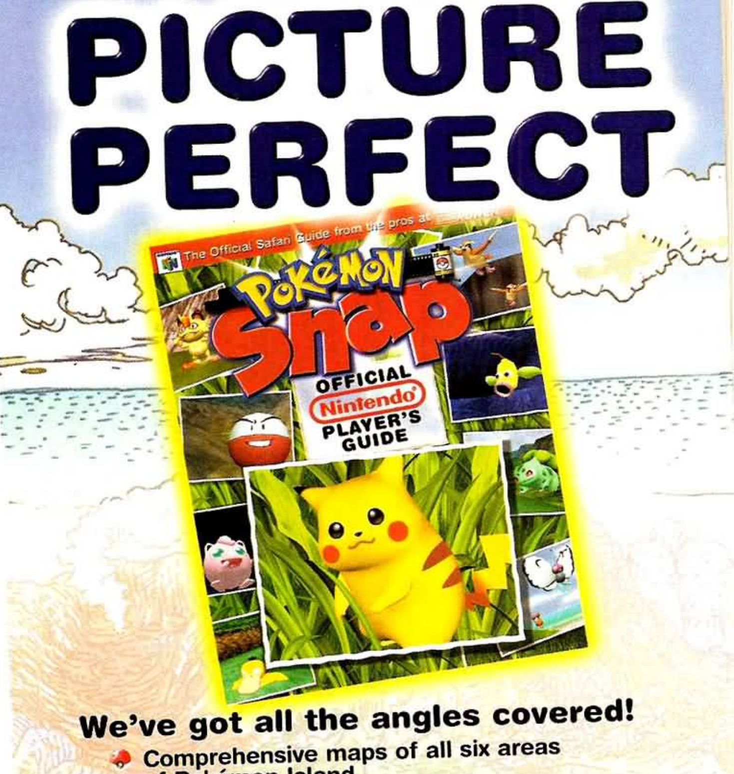
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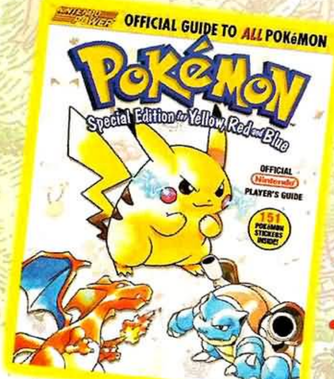
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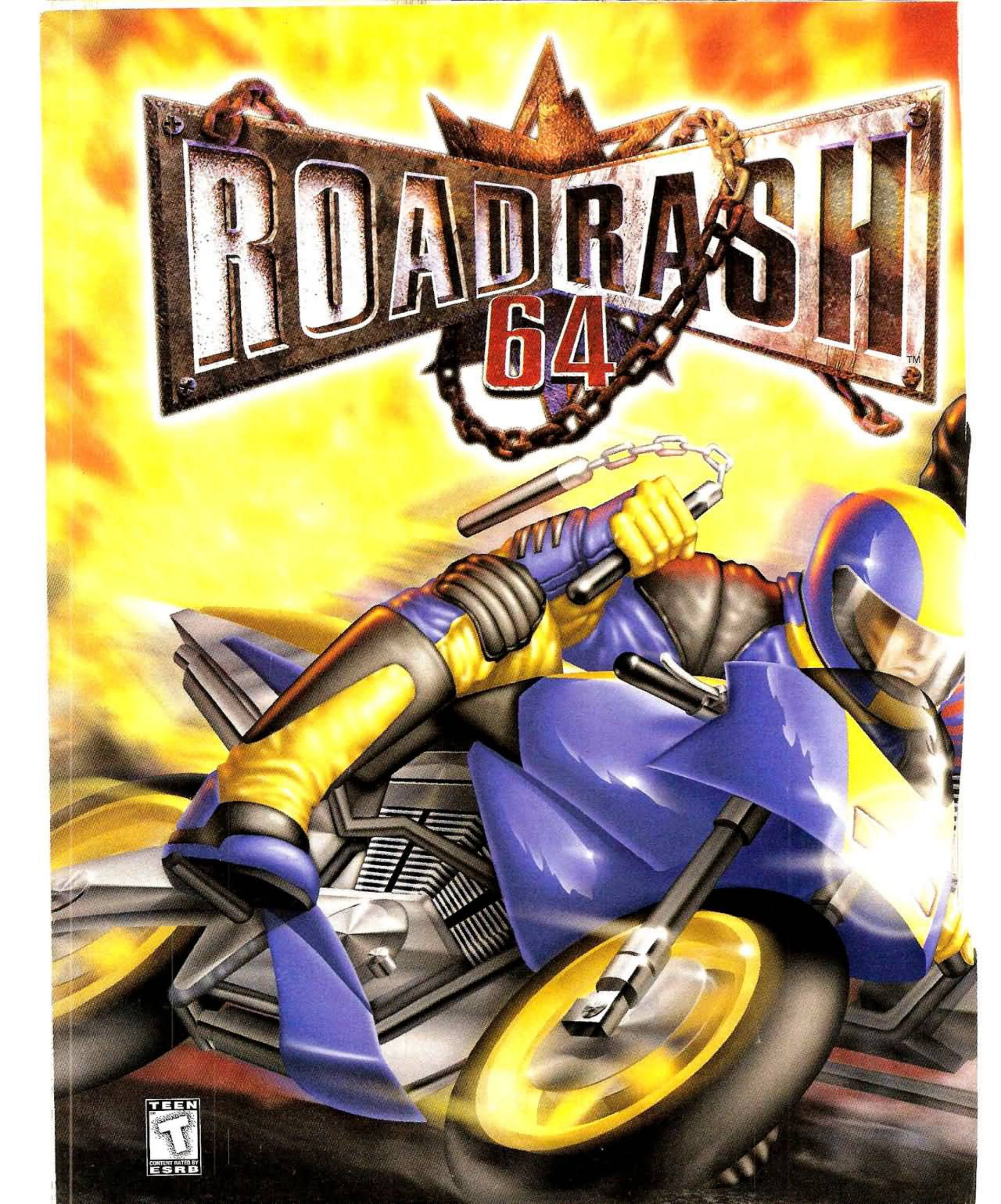
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